



# "Scamps" 1034-225 Network Pitch Board

Date 05/13/15

⊠ Board Team Final
Network Approval Board 05/13/15
Record Board
Animatic Scan Board
Conformed Board
Design Board
Final Board

Adventure Time Created by Pendleton Ward

Supervising Director Elizabeth Ito

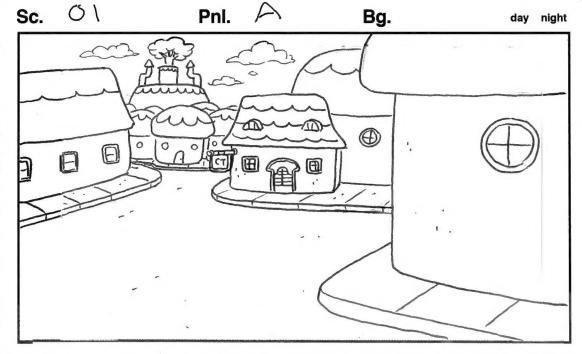
Storyboard by Somvilay Xayaphone & Kent Osborne

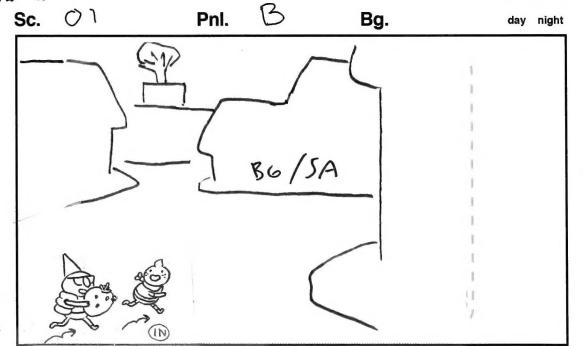
Animation Studio SAEROM

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Page \_\_\_\_\_





Dialog:

(candy Tavern)

Action:

Tining:

5 20's music

Tawaira and

Toughy run in.

giant strawberry)

EPISODE # 1034-225

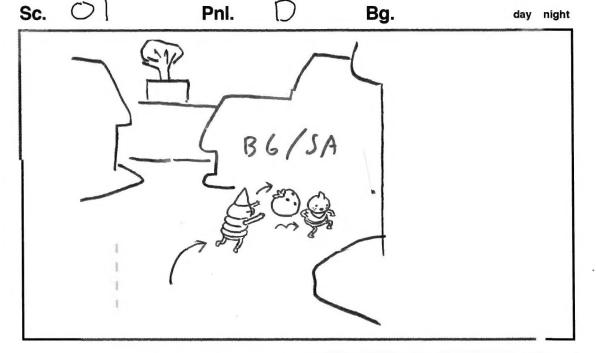
**Production**:



Page 02

Sc. 0) Pnl. C Bg. day night

Dialog:

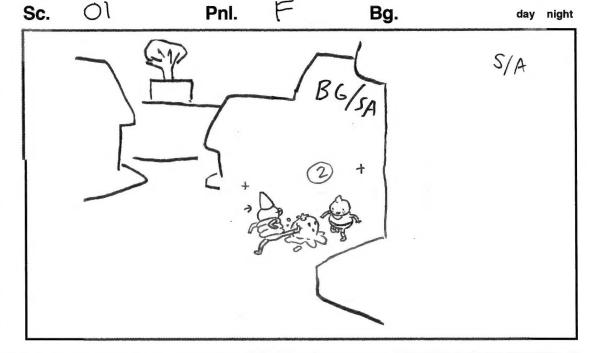


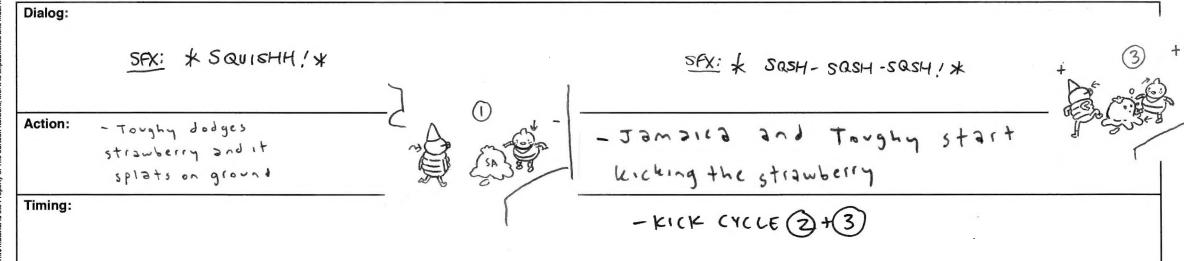
- J. THROWS strawberry at Toughy
- J. THROWS strawberry at Toughy



Page \_\_\_\_3

Sc. Ol Pnl. E Bg. day night





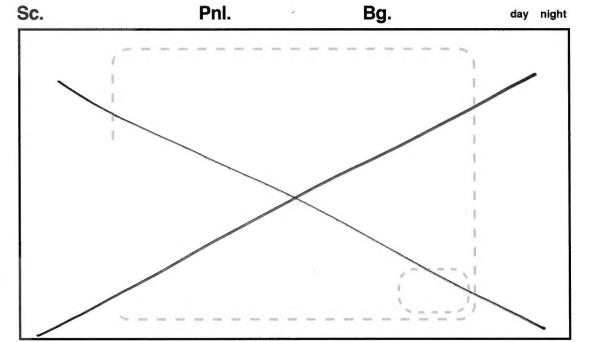
225

034



Page OU

Sc. O | Pnl. G Bg. day night



Dialog:

SPX: \* SOSH - SQSH /\*

Action:

- Blombo walks 10
- J. + T. CONTINUE TO KICK STRAWBERRY.

Timing: - KICK CYCLE (A) + (2A)

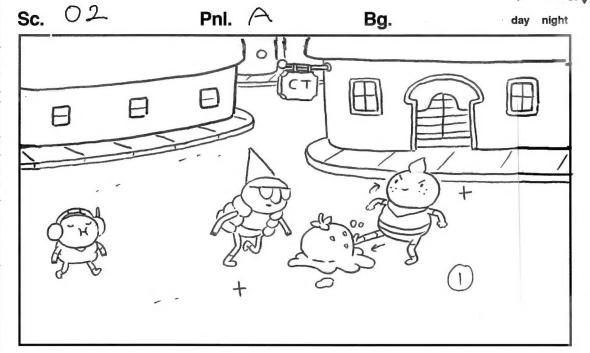
25

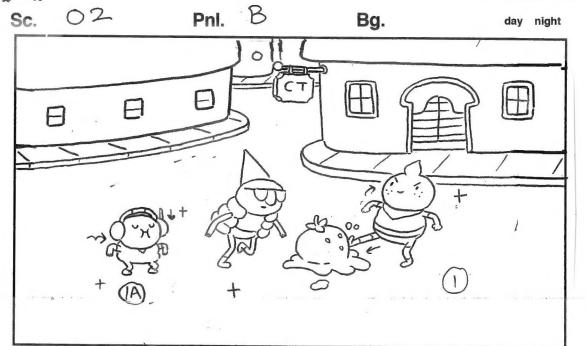
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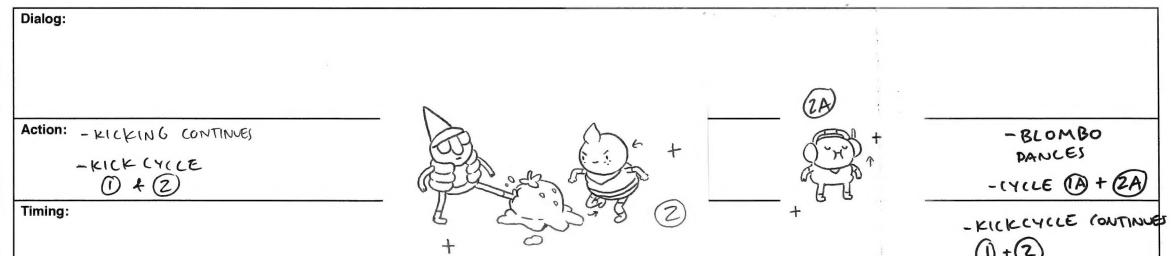
034



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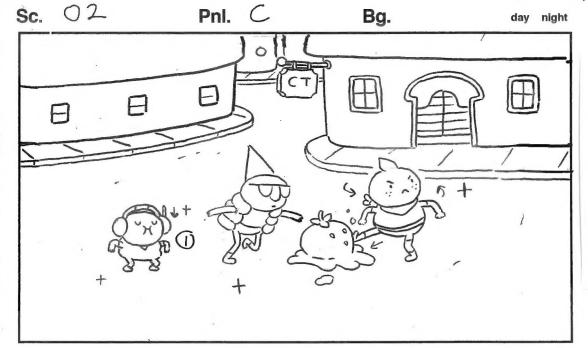


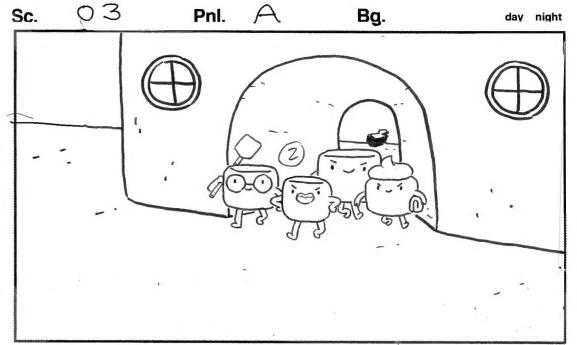


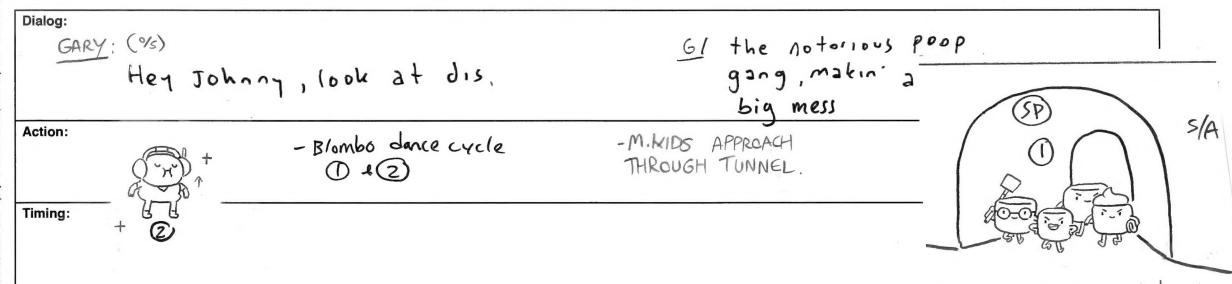




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EPISODE # 1034-2

25



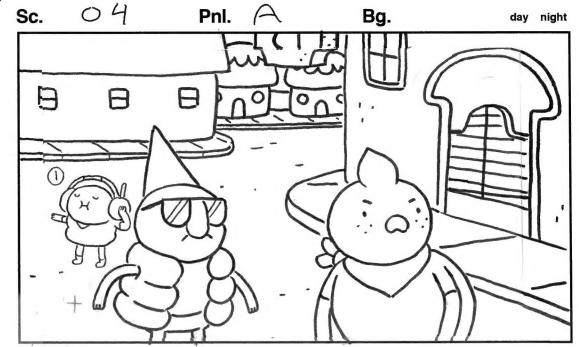
Page <u>07</u>

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034-22

**EPISODE**#

Sc. 03 Pnl. B Bg. day night

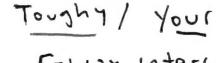


Dialog:

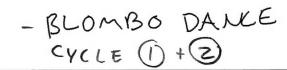
5-way intersection

Action:

Timing:



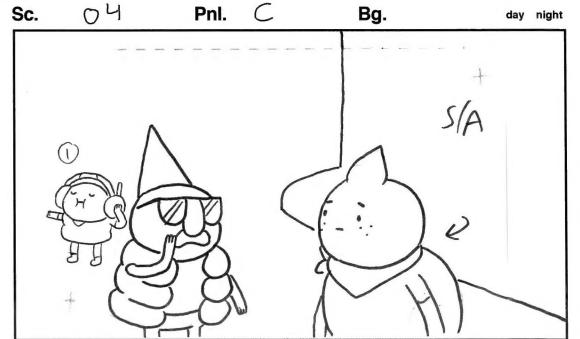
5-way intersection?





 $_{\mathsf{Page}}$ 

Pnl. B Sc. 04 Bg. B6/SA SIA 1





This is our 5 way intersection!

Jamaica / no, no it's theirs

Action:

- BLOMBO PANCE CYCLE (1) + (2)



- BLOMBO DANCE CYCLE

1 + 2 TOUGHY TURNS TOWARDS JAMAICA

Timing:



5

N

2

3 0

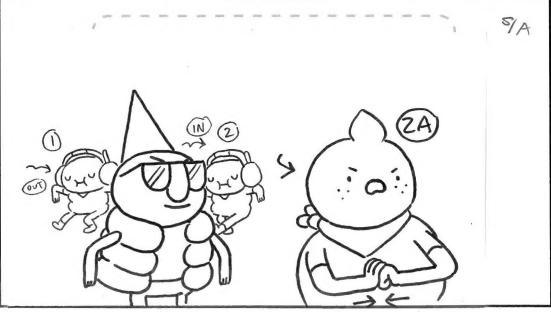


04 Pnl. Bg. S/A

04

Pnl. E

Bg.



Dialog:

Jlours is like

way over there

Action:

Timing:



- BLOMBO DANCE CYCLE



T/ well if they want it , they can take it .

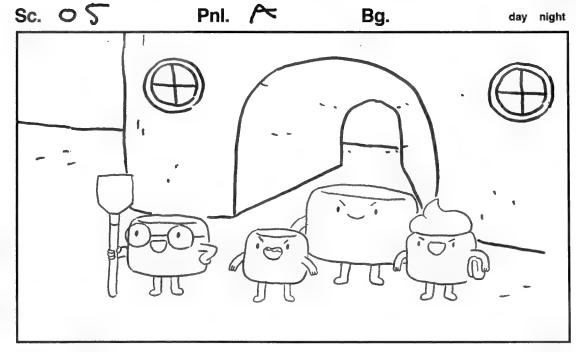
(punch punch)

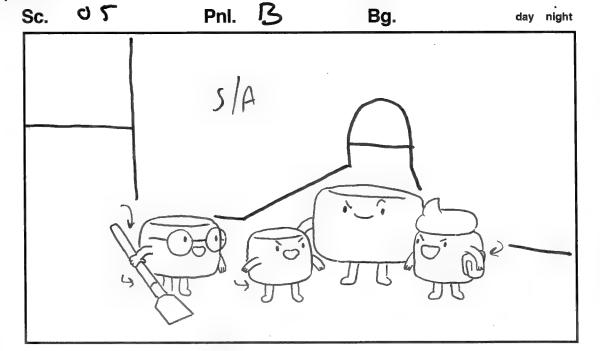
- BLOMBO DANCES BEHIND JAMAICA





Page / D





Dialog:

This is happening!

G/ Fire us up Hugo!

Action:

Timing:

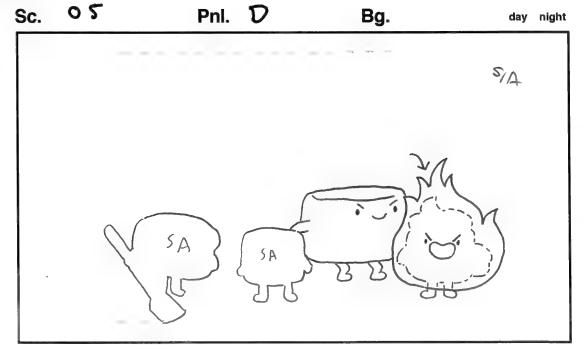
Production:

5



Page \_\_\_\_

Sc. 05 Pnl. & Bg. day night



Dialog:

SFX: \* FWOOSH! \*

SFX: WHOOSH !

Action:

- Hugo (21ses

( lights Johnnys sugar coating )

Timing:

Production:

5

22



- Sc.05

Pnl. E

Bg.

Sc. 05

Pnl. F

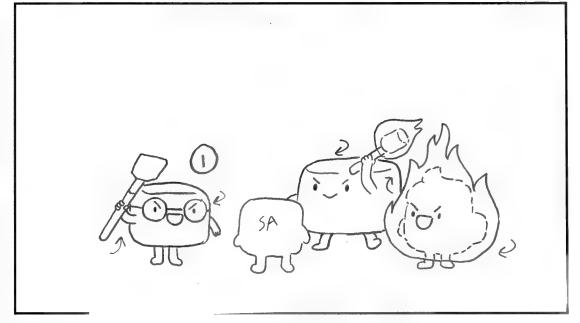
Bg.

day night

5 S 2

4

EPISODE #



Dialog:

SFX: \* CLANG-CLANG. \*

SFX: WHOOOSH

Action:

(sunshine clanging)
her shove 1

Timing: - CYCLE (1)+(2)



- HUGO LIGHTS GARY ON FIRE,

- CYCLE (1)+(Z)



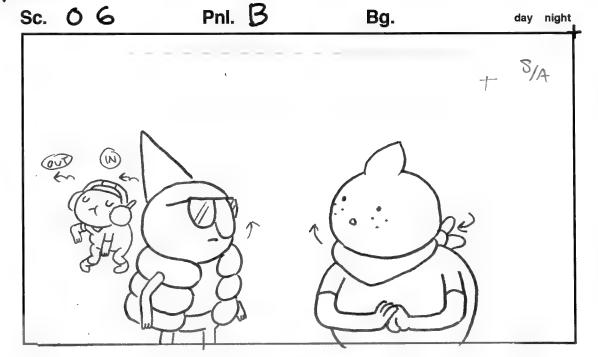
Page \_\_\_\_\_

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3

**EPISODE**#

Sc. 06 Pnl. A Bg. day night



Dialog:

II Uh ...

Action:

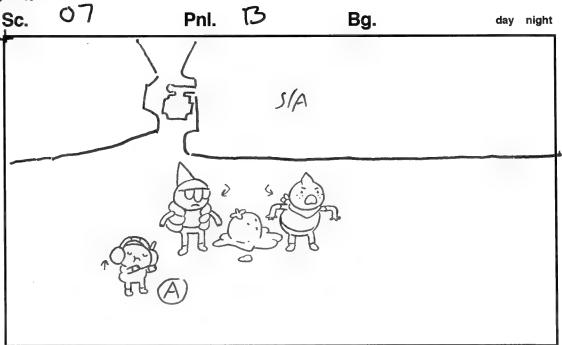
- BLOMBO DANCES OUT BEHIND JAMAICA -TOUGHY AND JAMAICA LOOK AT EACH OTHER.

Timing:

Production:



Sc. 07 Pnl. A Bg.



Dialog:

TI Yezh well whatever.

Marshmallow kids!

Action: - BLOMBO DANCE CYCLE THROUGHOUT SCENE-A + B



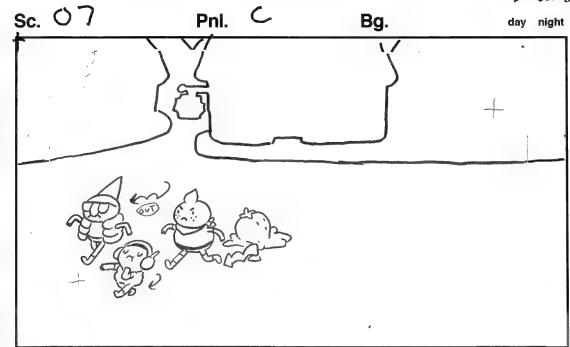
Timing:

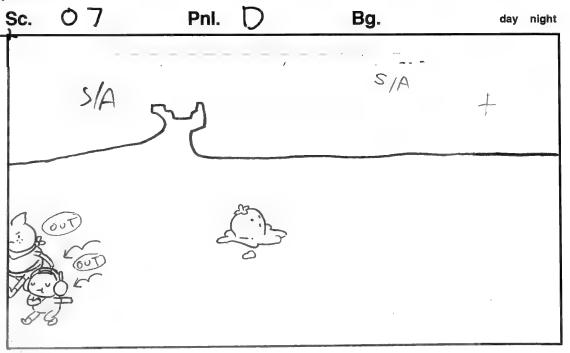
5 S 2

3



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Action:

- JAMAICA + TOUGHY RUN OUT

- BLOMBO DANCES OUT.

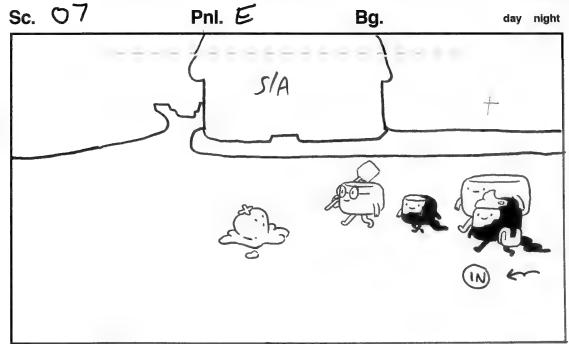
Timing:

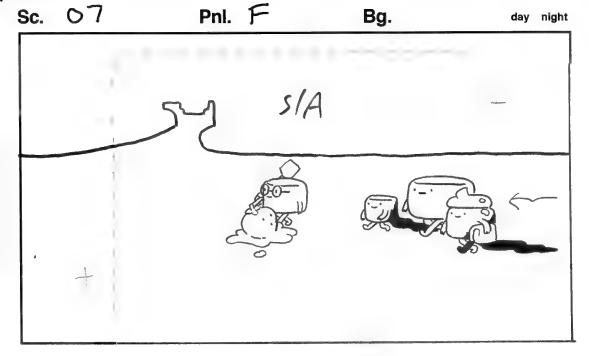
Production:

25



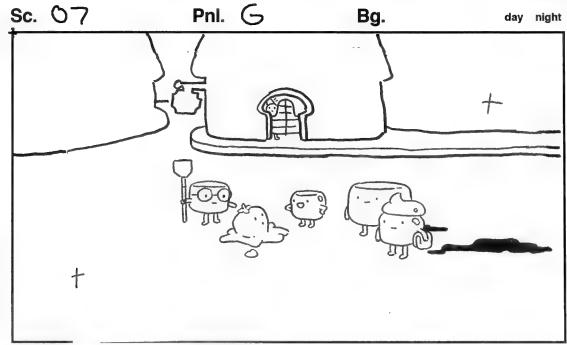
Page 16

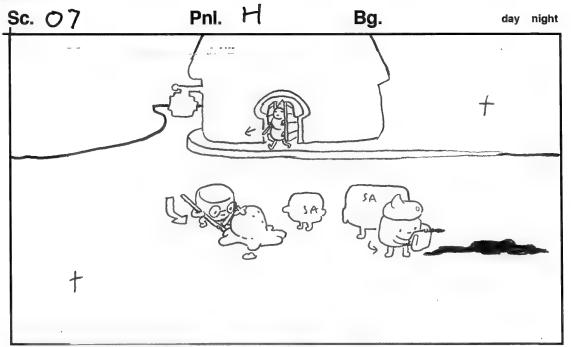




Production







Dialog:	,
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ok guys lets get this over 61 to the orphanage for their charity Jam sale.

Action:

TOMMY WALKS OUT OF CANDY TAVERN

- Sunshine scoops strawberry

Timing:

Production:

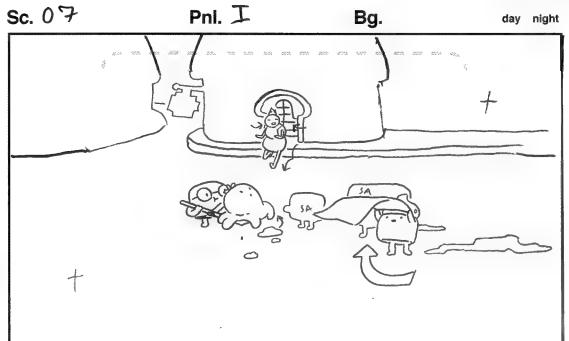
5 S 2

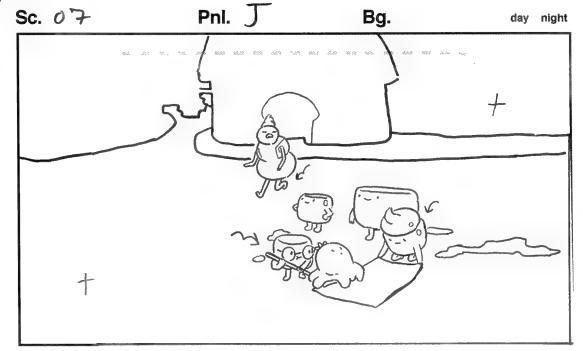


Page 17A

5

EPISODE #





Dialog:
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TOMMY: : Bless you marshmallow kids

Action:

- Johnnie lays out blanket

- TOMMY APPROACHES,

Timing:

Production:



Page 18

Sc. 07 Pnl. K Bg. day night

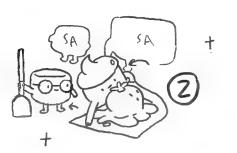
Sc. 07 Pnl. L Bg. day night

Dialog:

Tommy: / 21 ways keeping the bad elements at bay

Action:
- Johnnie gathers strawberry
in blanket

Timing:



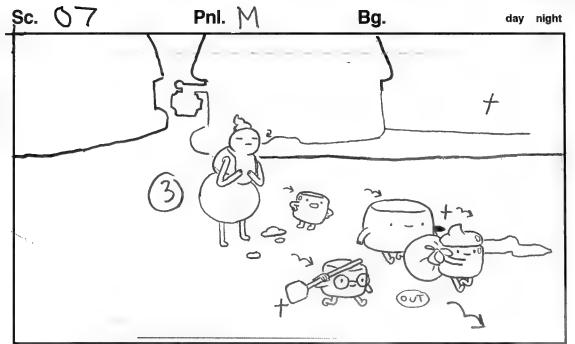
G: Hey, Tommy, , s'it okay if me n'the boys set up a small card table t outside the tauern?

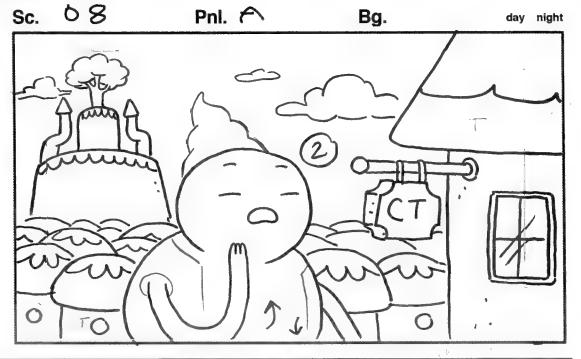
Production:

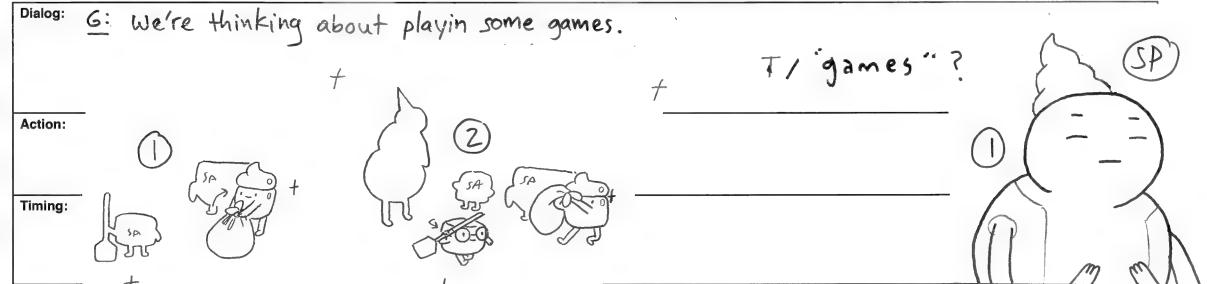


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1034-225









Sc. 08

Pnl. B

Bg.

09

Pnl. (A

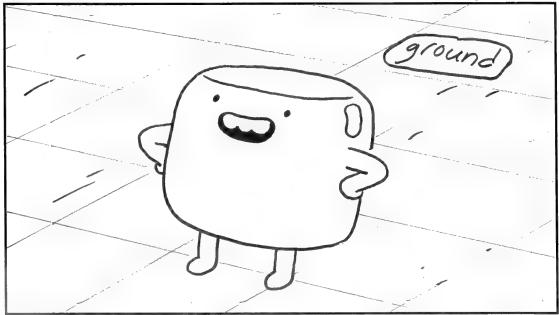
Bg.

day night

5 S

EPISODE #





Dialog:

6/ Sure, charlie who doesn't?

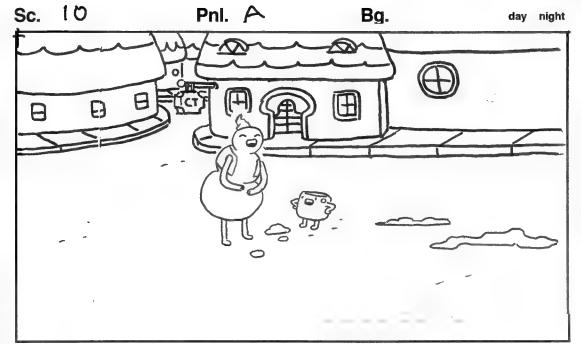
Action:

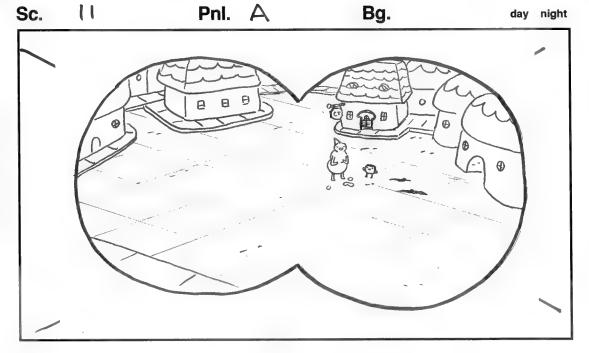
Timing:

Production:



Page 21





Dialog:	
---------	--

GARY (laughter)

( LAUGHTER)

Action:

- BINOC. POU

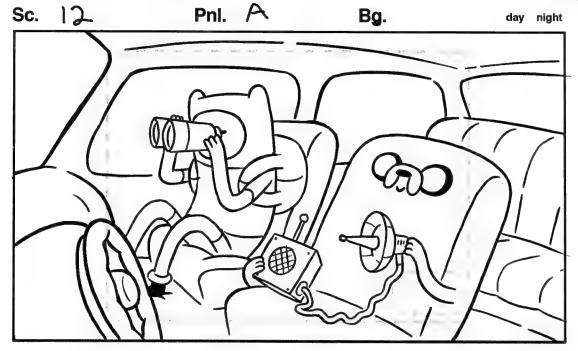
( LAUGHTER NOW OVER SPEAKER.)

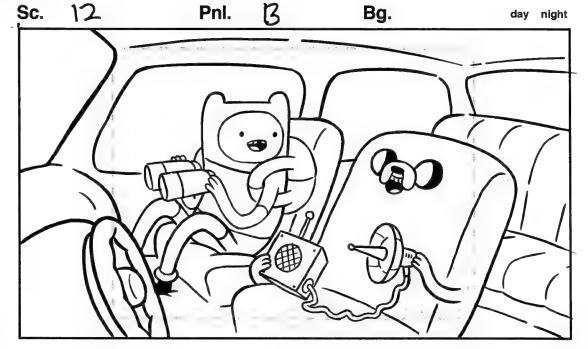
Timing:

Production:



Page 22





Dialog:

GHT:[LAUGHTER]

F+J/ (subtle laughter, like
'oh, if they only knew")

Action:

(F+J in cop mode)

(laughter over speaker)
(Jake holding small parabolic mic)

Timing:

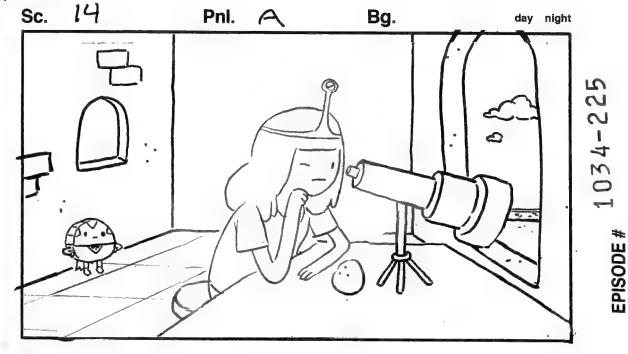
Production:

S



23 Page

Sc. 13 Pnl. A Bg. day night



Dialog:

(F& J laughing)
(PB Watching)

Action:

(telescope POV)

(f+Js laughter over
better speakers)

- PB WATCHING THROUGH TELESCOPE

> high tech eggspeaker

Timing:

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Production:

# **ADVENTURE TIME** Sc. 15 15 Pnl. B Pnl. A Bg. Sc. Bg. day night day night BG S/A Dialog: REF. of table design/ mechanics -SPX: Clime musi c montage Action: HUGO setting of card table Timing: OVERSHOOT ANTILA

225

**EPISODE**#

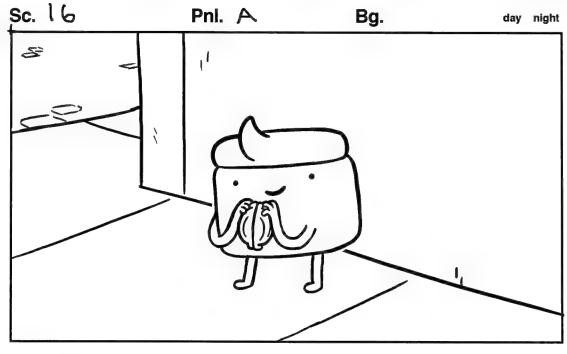
Production:

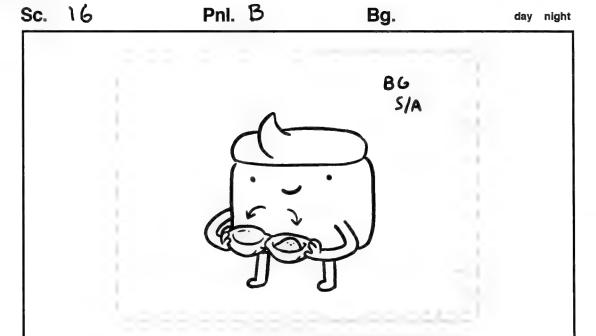


Page\_25

25

**EPISODE**#





Dialog:

SFX:

SFX:

sow!

Action:

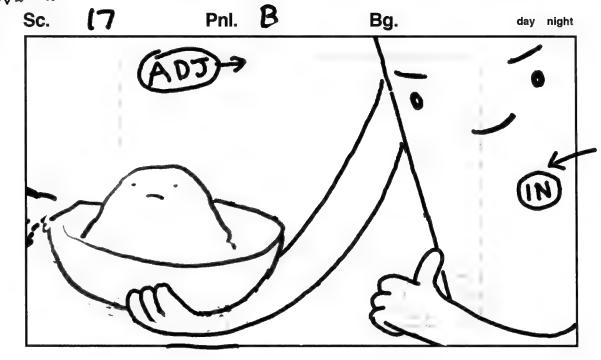
- JOHNNY PORS OPEN CLAM SHELL.

Timing:



26 Page

Sc. 17 Pnl. A Bg. day night



Action:	- Hugo leans IN	
	- CAM ADT -	

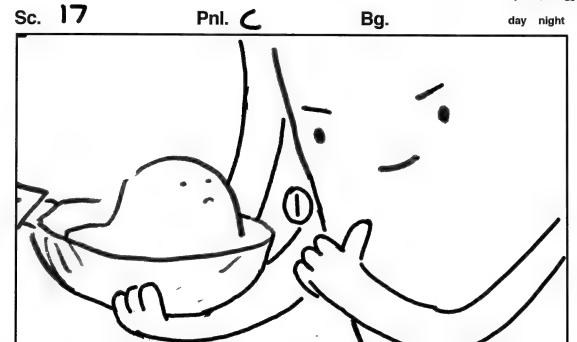
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Dialog:

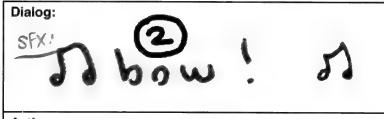
Timing:

Production:





Pnl.  $\mathcal{D}$ 17 Bg. day night



Action: - and motions for the clan to take a hike

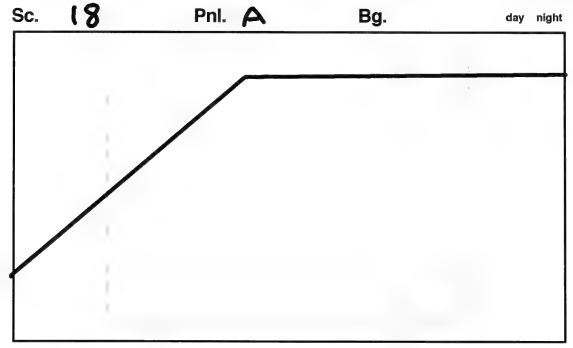
Timing:



(clam climbs out of shell)



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Sc. 18 Pnl. B Bg. day night

SFX:

77

Action:

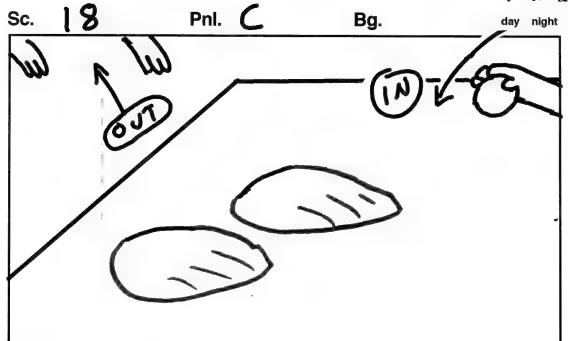
(shells are placed on table)

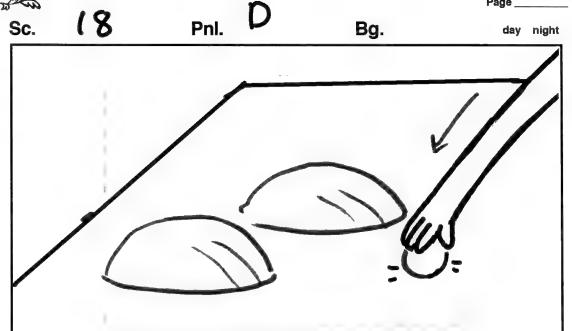
Timing:

Production:









Dialog: SFX: 73

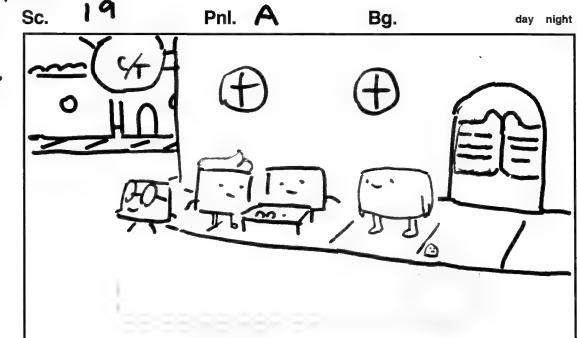
Action: (large pea is placed on table)

Timing:



30 Page

Sc. 18 Pnl. E Bg. day night



Dialog:	SFX: Mow bow dow			
Action: - HAND GOES OFF/S,	montage			
Timing:				

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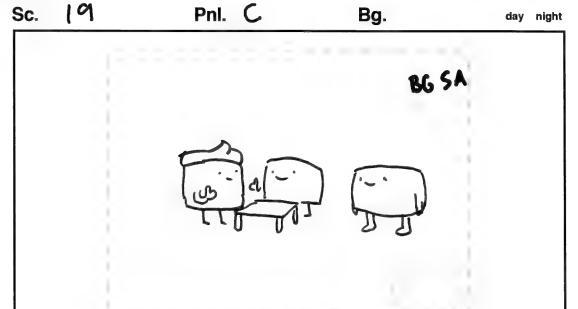
Production:



31 age

Sc. 19 Pnl. B Bg. day night

Dialog:



Action: - SUNSHINE WALKS OFFIS,  (clam crawling away)	
Timing:	

EPISODE # 1034-

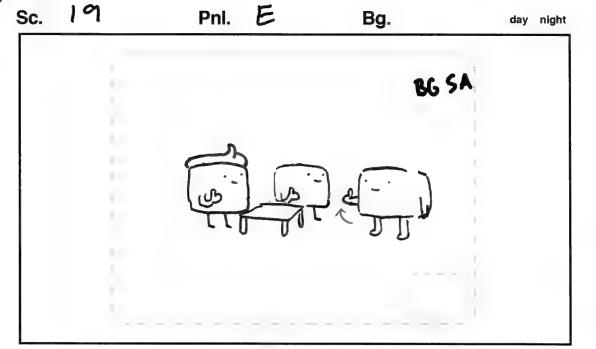
2

Production



32

Sc. 19 Pnl. D Bg. day night

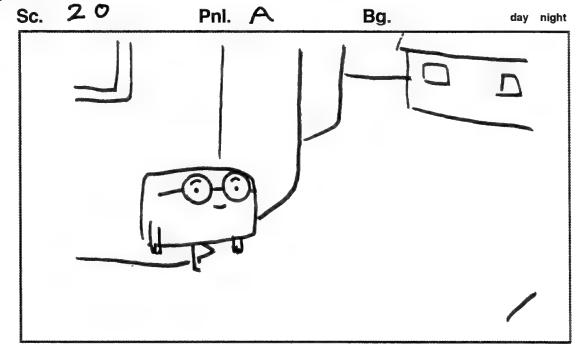


Dialog:		
Action:	-M, KIDS GIVE EACH OTHER A THUMBS UP.	
Timing:		

Production



Sc. 19 Pnl. F Bg. day night

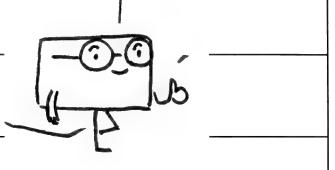


Dialog:

Action:

- M. KIDS GIVE SUNSTINE (OFF/S) A THUMBS UP.

- SUNSHING GIVES A THUMBS UP.



Timing:

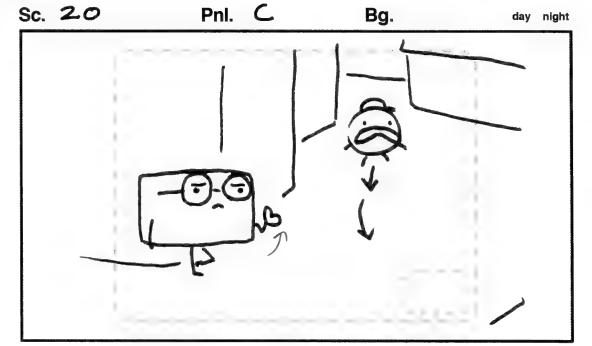
CAULD INIS MATERIAL IS THE Property of the C

Production:



Page 34

Sc. 20 Pnl. B Bg. day night



D	į	a	(	)	g	
					_	

Action:

- STARCHY WALKS INTO VIEW.

- SUNSHINE GIVES A SERIOUS THUMBS UP.

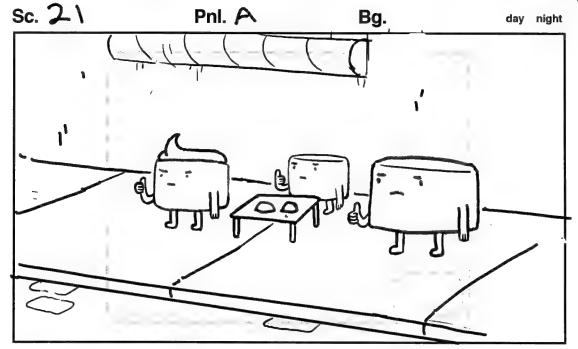
Timing:

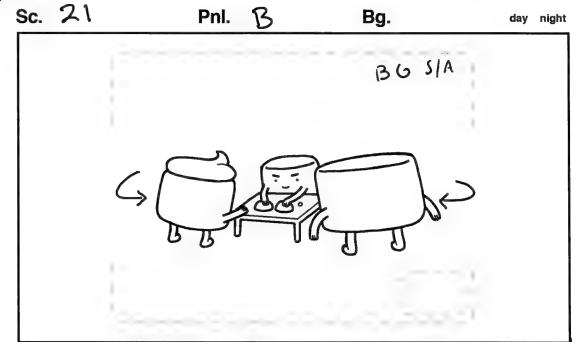
Production:

22



35 age





Dialog:	
Action: - M. KIOS GIVE SERIOUS THUMBS UP. (SP)	- M. KIDS GO TO WORK
Timing:	

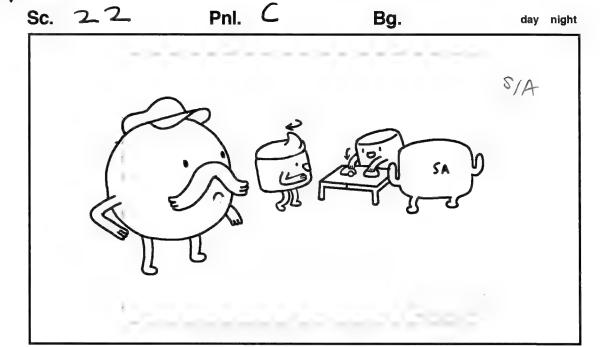
4

**EPISODE**#



Page 37

Sc. 22 Pnl. Bg. day night



Dialog: 6/ You win again

J/ Yeah!
H/ All right: woo!

STARCHY: HM?

Action:

Timing:

Production:



38<sub>Page</sub>

Sc. 22

Pnl.

Bg.

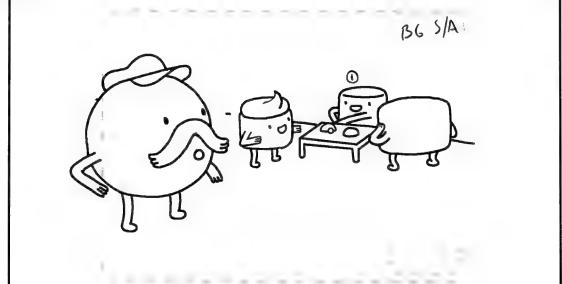
day nigh

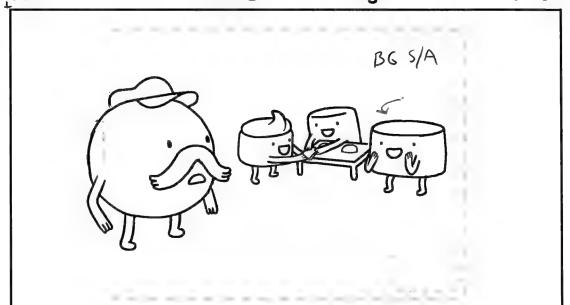
Sc. 22

Pnl. E

Bg.

day night





Dialog	D	ia	lo	g
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Hugo I hey mister!
This guy just won
5 times in a row!

Action:



(Gary paying out

Timing:

Production:



39 age

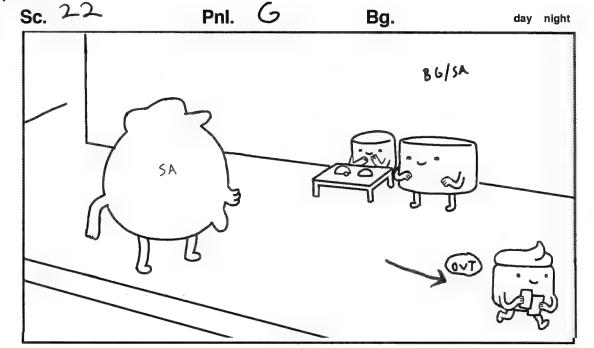
5

2

7

**EPISODE**#

Sc. 2-2 Pnl. F Bg. day night



Dialog:

J/ Quickest hunderd bucks

I ever made. (CLOSED MOUTH CHUCKLING)

Action:

counting her money.

Timing:



Page 40

Sc. 22

Pnl. H

Bg.

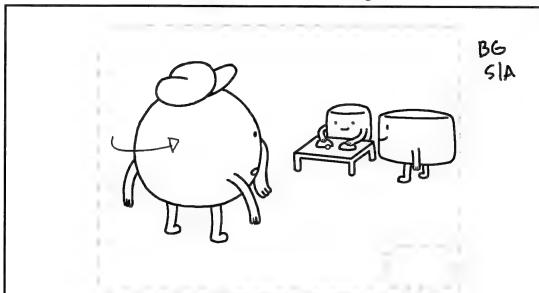
day night

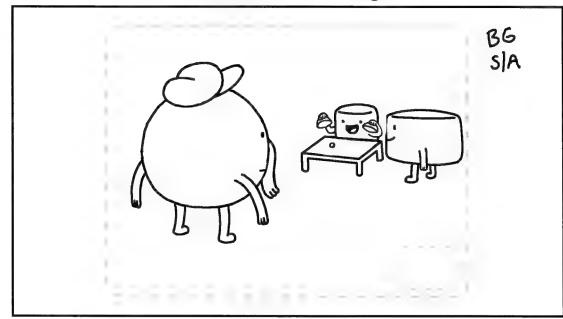
Sc. 2

Pnl.  $\mathcal{I}$ 

Bg.

day night





Dialog:

5+/60114!

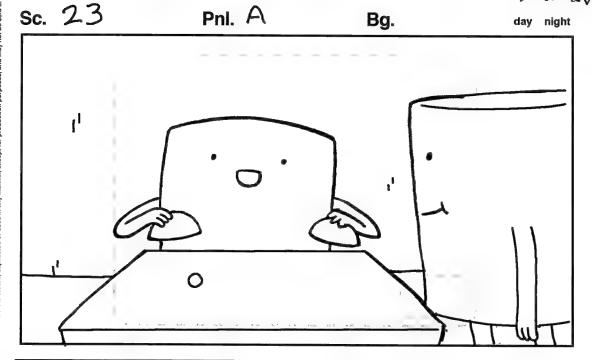
as before lets so it some more

Action: - STARCHY TURNS TOWARDS TABLE.

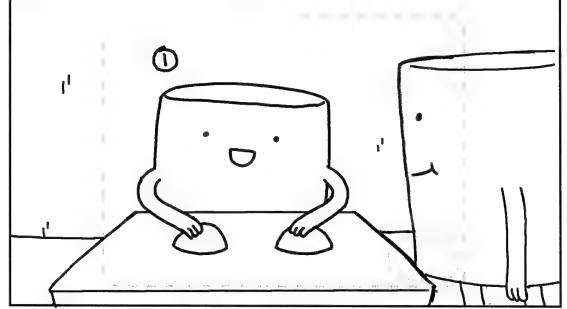
Timing:

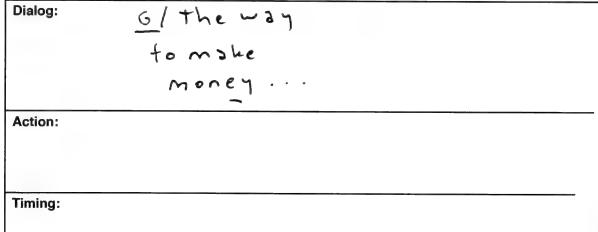
Production:

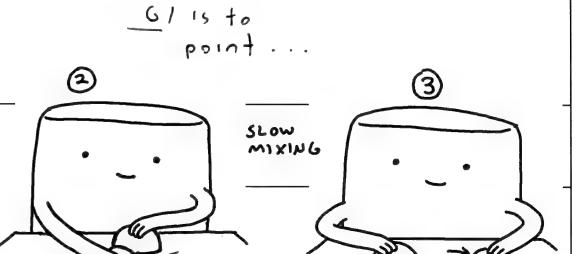




23 Pnl. B Bg. day night S 2 2



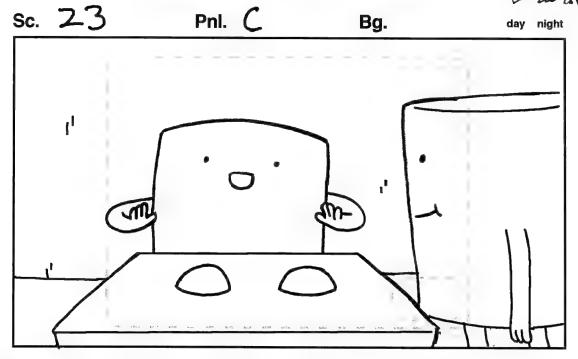


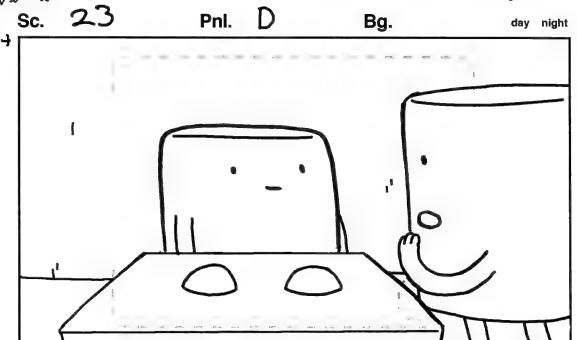




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25





Dialog:	G/ to the
	-shell with
	the pea.

H/Gee..

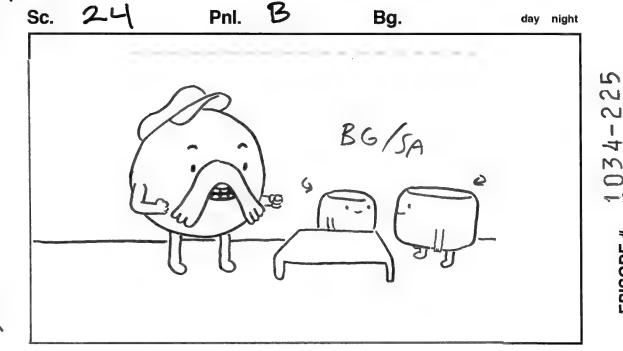
Timing:

Action:



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Sc. 24 Pnl. A Bg. day night



Action:

SP

Timing:

Dialog:

5/ haha I know which one! It's that one, by Jiminey!



Sc. 24

Pnl.

Bg.

24

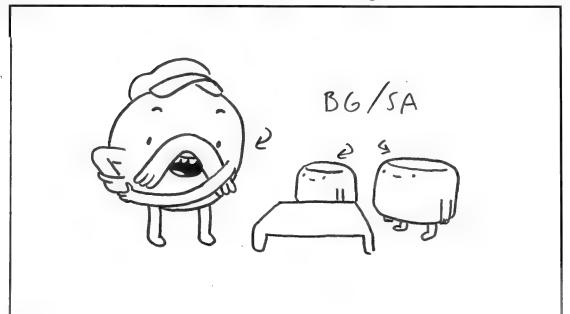
Pnl. D

Bg.

day night

S

**EPISODE**#





Dialog:

S/ How much can I wager?

-S. reaching for his wallet

- Starchy digging through wallet

Timing:



45 Age 45

Sc. Pnl. Bg. day night



Dialog:

Starchy / (delighted) - haha and they laugh at me for carrying my life savings!

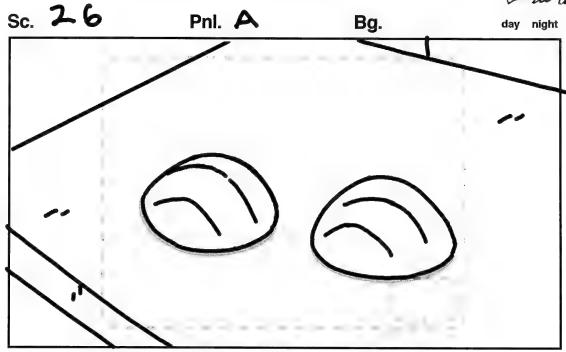
Action:

- STARCHY PULLS OUT STACK OF BILLS.

Timing:



46 age



Sc. 26 Pnl. B Bg. day night

Dialog:

S/: THAT ONE!

Action:

-STARCHY POINTS TO CLAM SHELL.

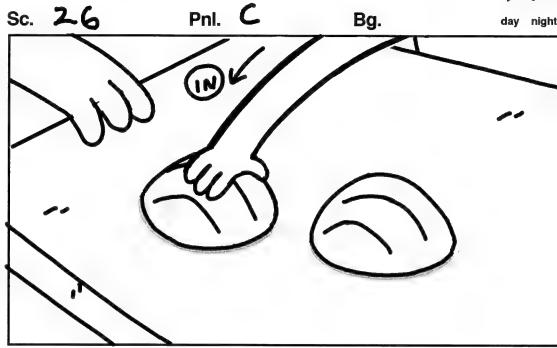
Timing:

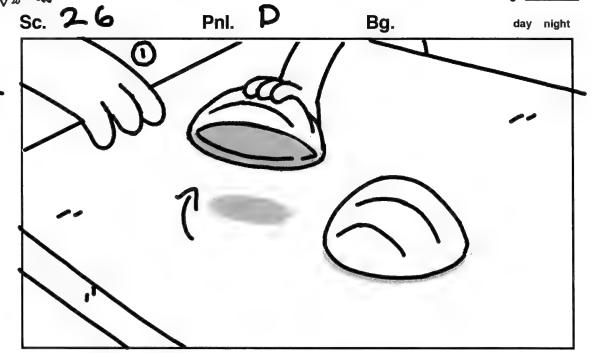


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5

EPISODE #





Dialog:

Action:

- GARY GRABS CLAMSHOLL,

- Ped ISN'T there

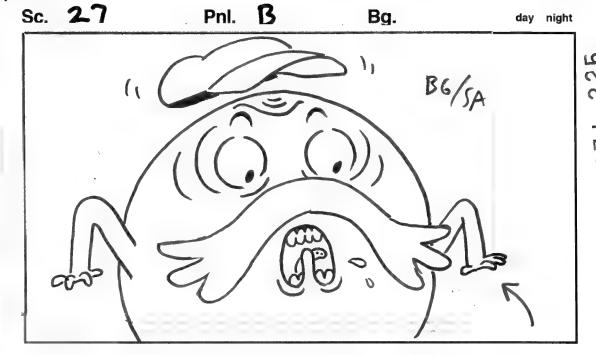


Timing:



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Sc. 27 Pnl. A Bg. day night



Dialog:

Starchy/ GASP!

Action:

Timing:

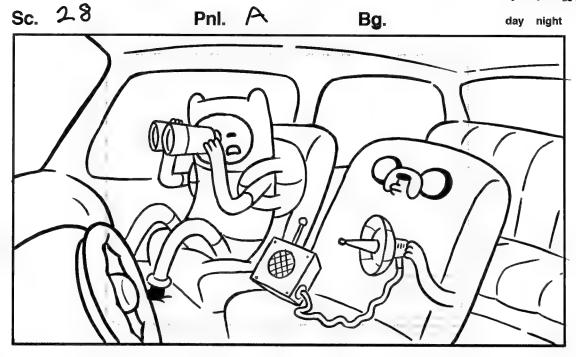
+ SP (RH HAND O/S) Production:

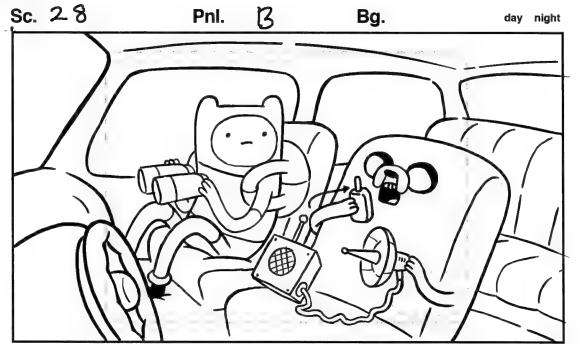


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5

**EPISODE**#





Dialog:

F1 There we go!

J/ Banzna Guards
move out!

Action:

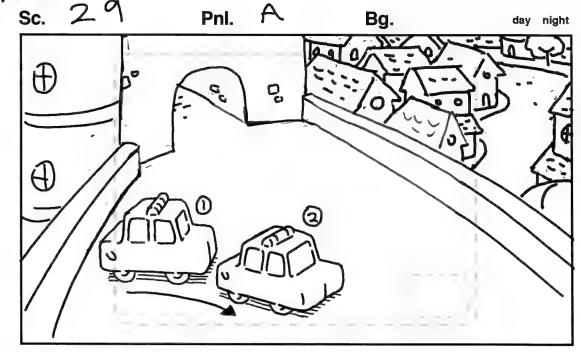
- JAKE PULLS OUT WALKIE TAUKIE

Timing:



Page 50

Sc. 2-8 Pnl. C Bg. day night



Dialog:

F/ LETS ROLL.

Action:

- JAKE CAR BACKS UP.

Timing:

Production:

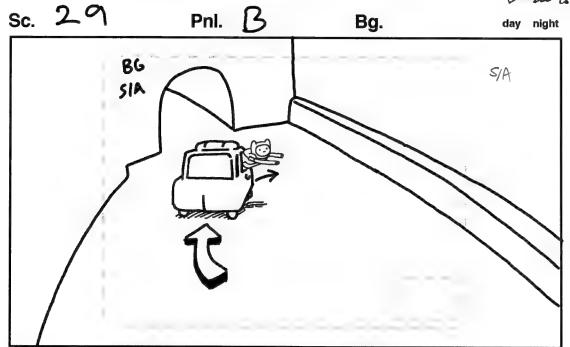


Sage 51

5

22

**EPISODE**#



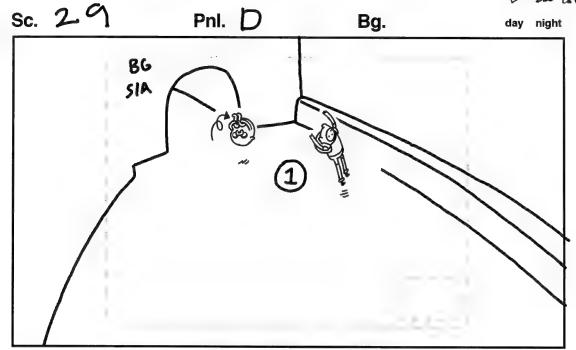
Sc. 29 Pnl. Bg. day night

Dialog:									
Action:	-JAKE	CAR	PEELS	QUT.	- F.	FLIPS	007	CAR WINDOW	
							- J.	STARTS MORPHING.	
Timing:									-

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Sc. 29 Pnl. E Bg. day night

E# 1034-

25

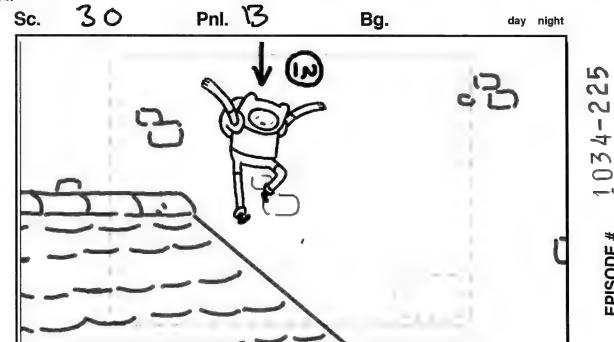
2

**EPISODE**#



53

sc. 30 Pnl. 🕰 Bg. day night



Dialog:		

Action:

-FINN FALLS ON/S

Timing:

Production:

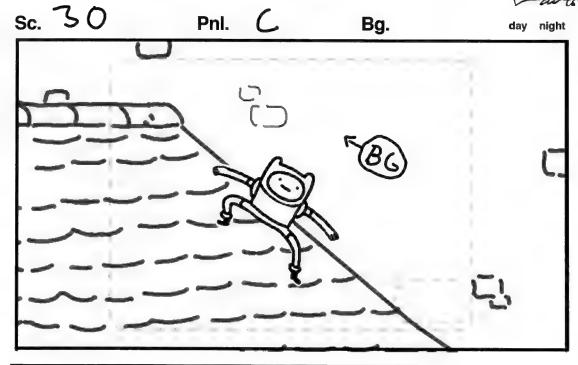


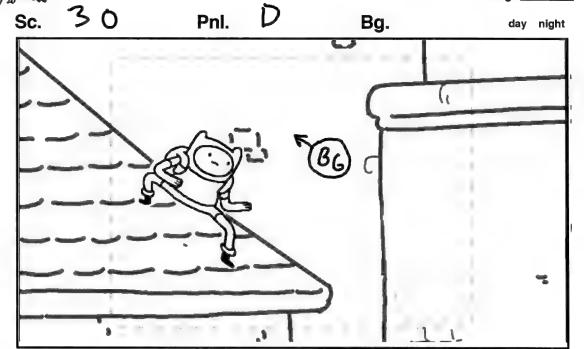
Page\_\_\_

25

4

**EPISODE**#





Dialog	
Dialog	•

SFX: \* SHFFF \*

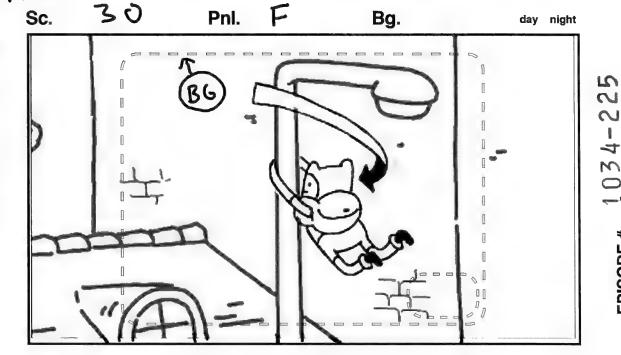
Action:

- F. SLIDES DOWN ROOF.

Timing:



Sc. 30 Pnl. E Bg. day night



Dialog:

Action:

-F. LEAPS OFF ROOF.

- F. GRABS LAMPPOST AND SWINGS AROUND IT.

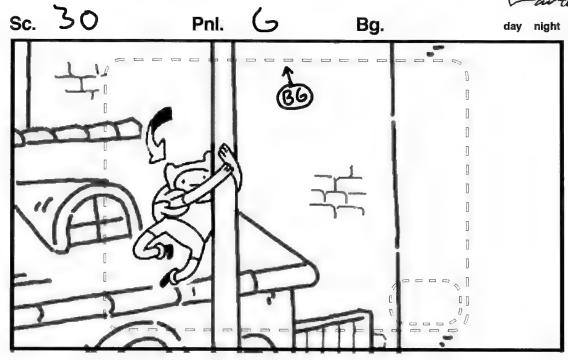
Timing:

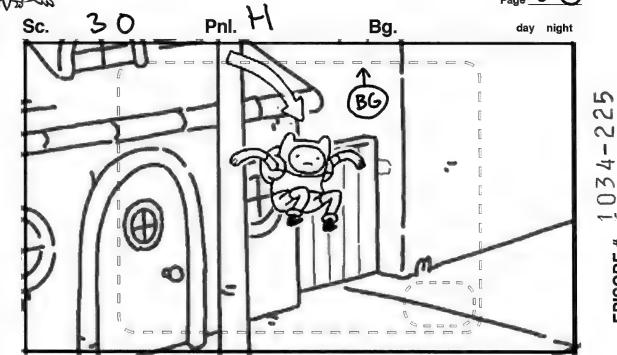
Production:



S 2

**EPISODE**#



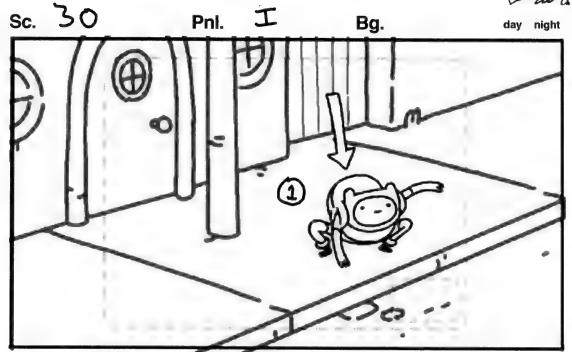


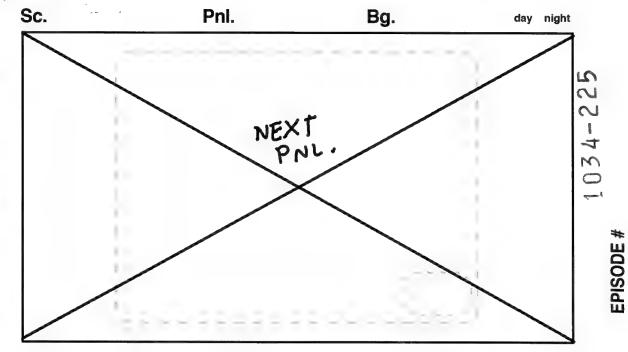
Dialog:			
Action:			

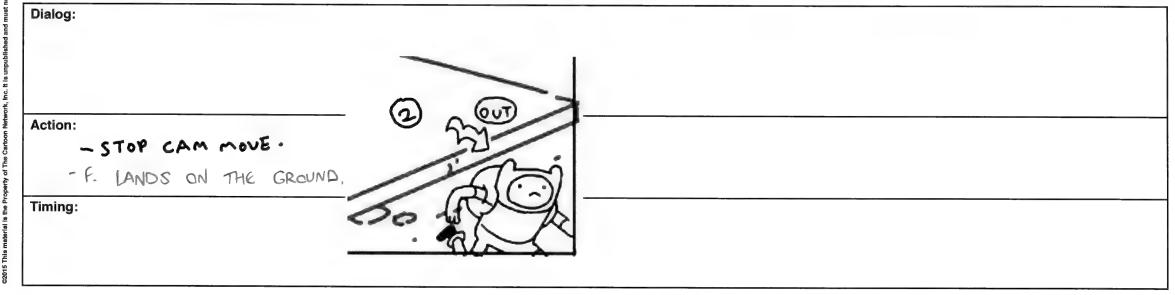
Timing:



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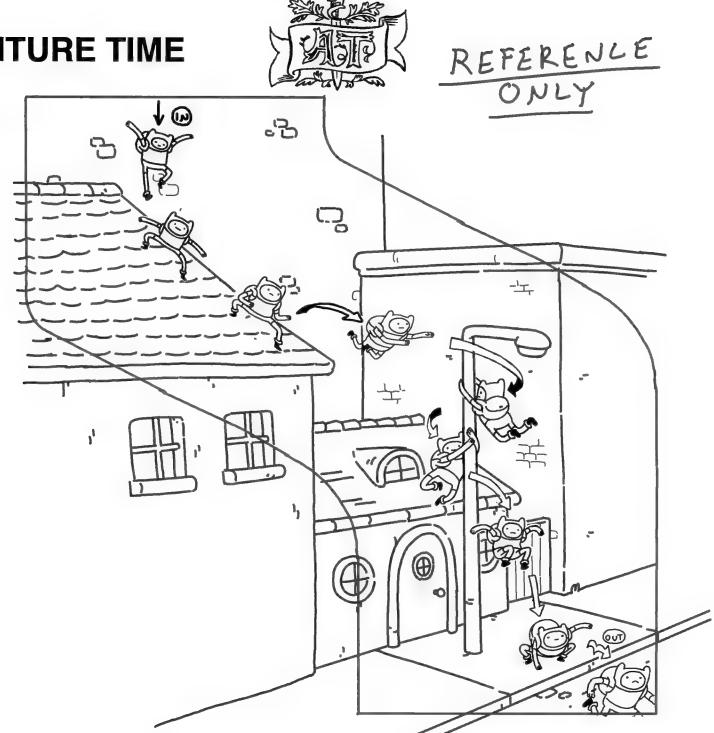




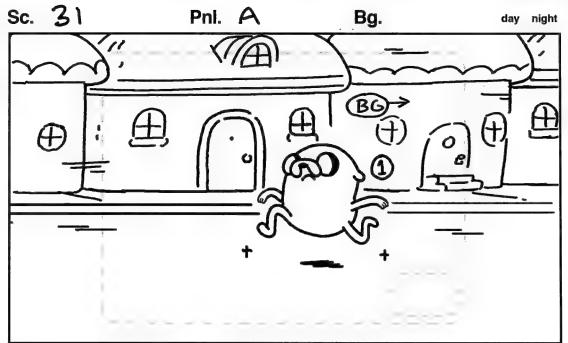
58

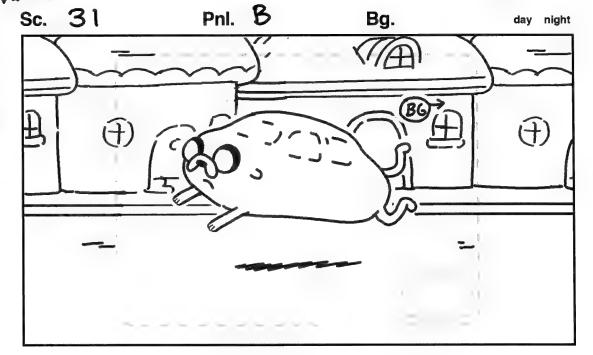
**ADVENTURE TIME** 

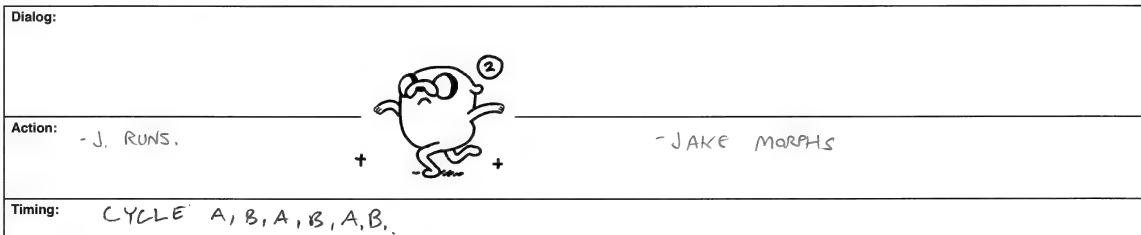
REFFERENCE BG+CAM. MOVE FOR Sc. 30





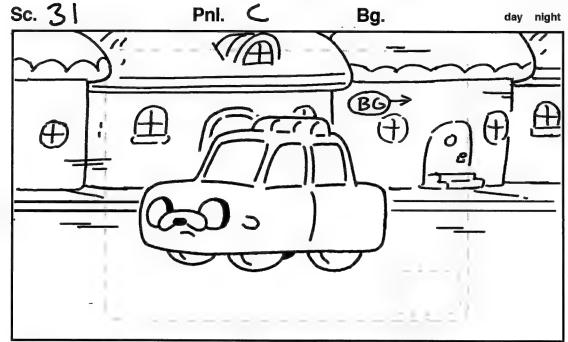


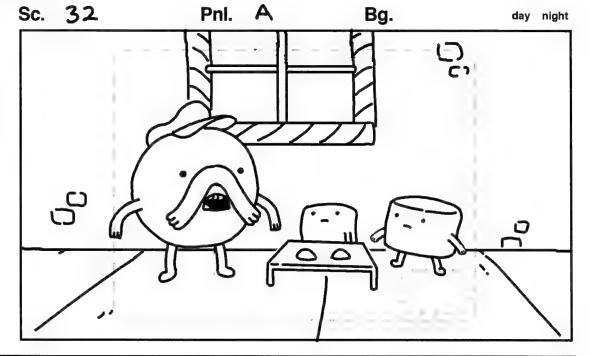






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Dialog:

BANANA / (0/s) wee ooh GUARDS - wee ooh

Action:

-JAKE MORPHS BACK INTO POLICE CAR.

Timing:

Production:

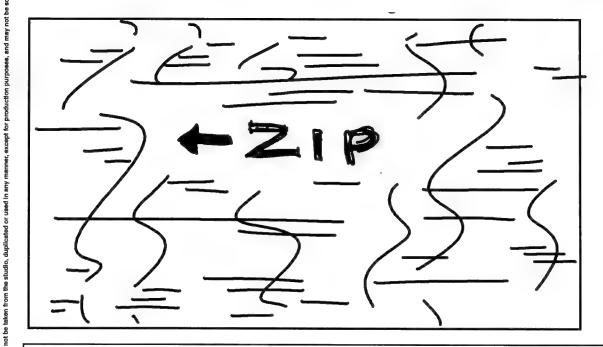
2

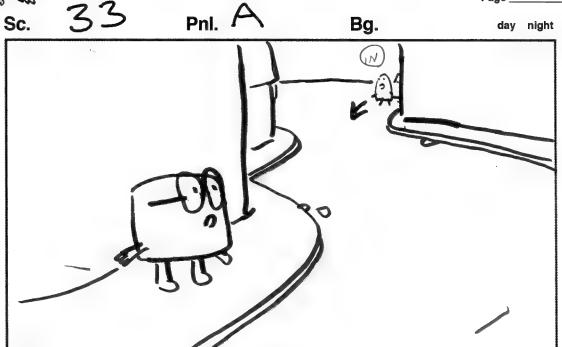


day night

N

**EPISODE**#





Dialog:

BGs/ wee ook

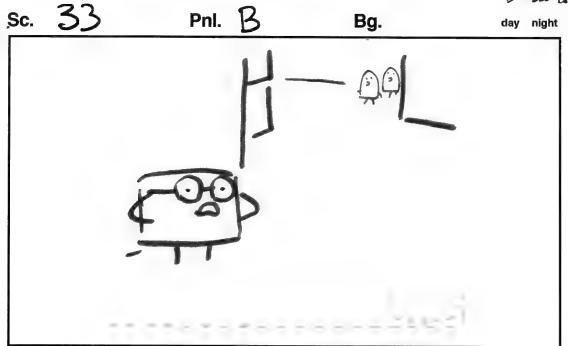
Action:

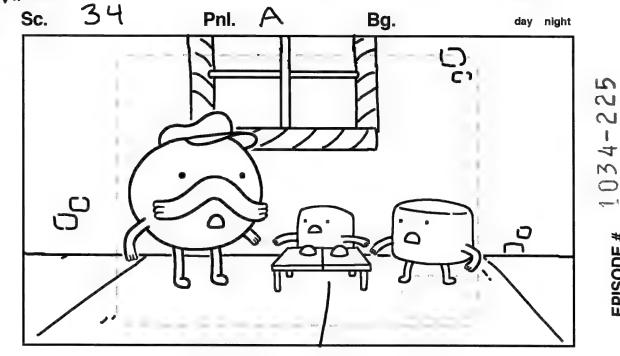
-ZIP PAN LEFT TO SUNSHINE.

- BGi slowly approaching

Timing:





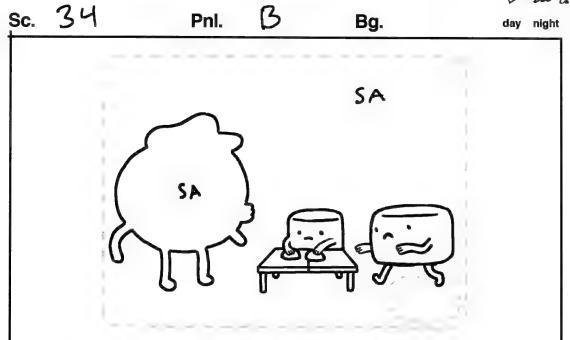


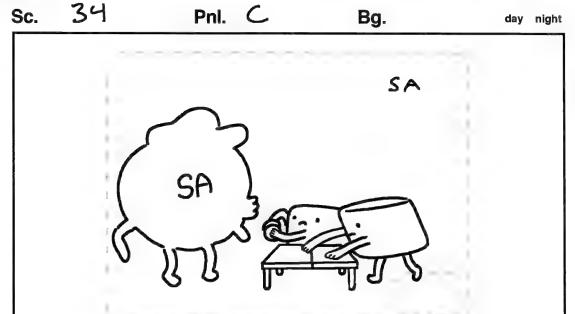
Dialog: Action: - SUNDHINE SIGNALS WITH EYEGLASSES. Timing: ABABABAB

**EPISODE**#



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Action: - GARY GRABS SHELLS & PEA -HUGO GRABS TABLE.

Timing:

1034-2

5

S



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Sc. 34 Pnl. D Bg. day night

day night Sc. 34

Pnl. E

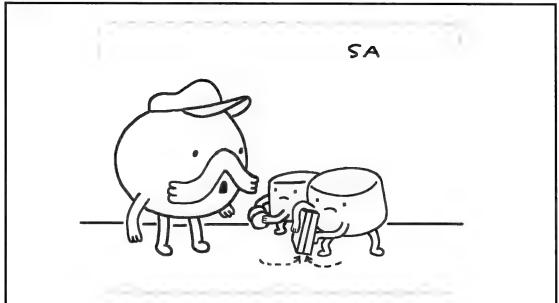
Bg.

day night

5

2

EPISODE #



Dialog:

Action:

- HUGO LEANS ON TABLE
TO FLATTEN IT.

- HUGO FOLDS UP TABLE.

Timing:



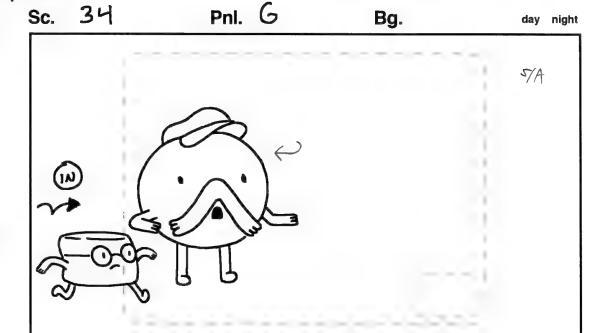
Page 65

5

2

**EPISODE**#

Sc. 34 Pnl. F Bg. day night



Dialog:

B.G.S (0/5): Wee oooh wee ooh

Action:

- HUGO & GARY RUN O.S.

- SUNSHINE RUNS ON/S.

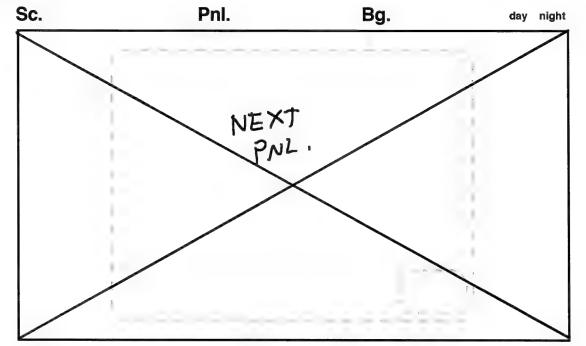
- STARCHY TRACKS SUNSHINE.

Timing:



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Sc. 34 Pnl. H Bg. day night



Dialog:

B.G.S (0/5): Wee ooch wee ooh

Action:

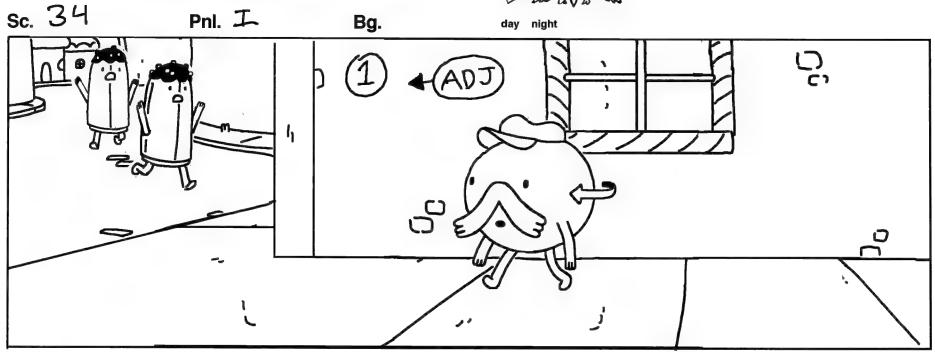
STARCHY TRACKS SUNSHINE

- SUNSHINE RUNS OFF/S.

Timing:

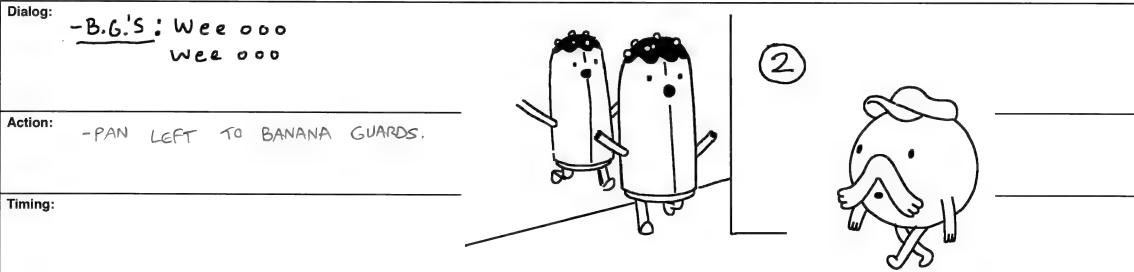


Page <u>67</u>



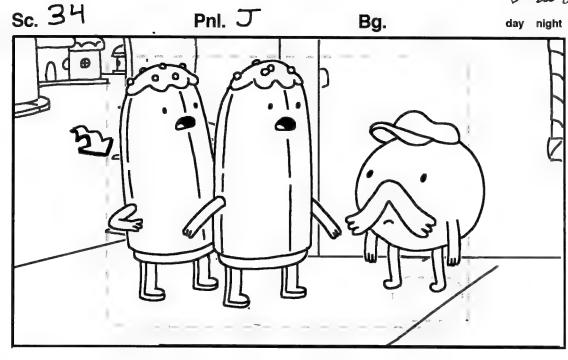
5 3 2

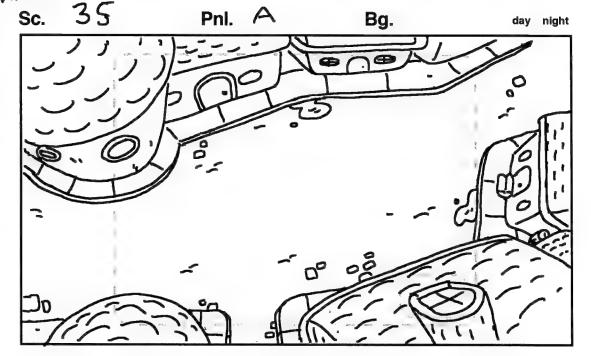
**EPISODE**#





 $_{Page}$  68





Dialog:

BG's: wee-ook weewhere'd they go?

Action:

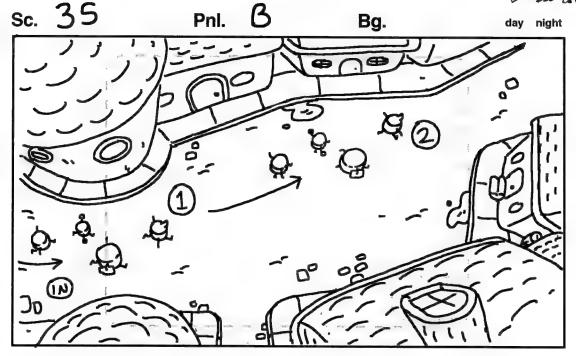
-B. GUARDS STOP NEXT TO STARCHY.

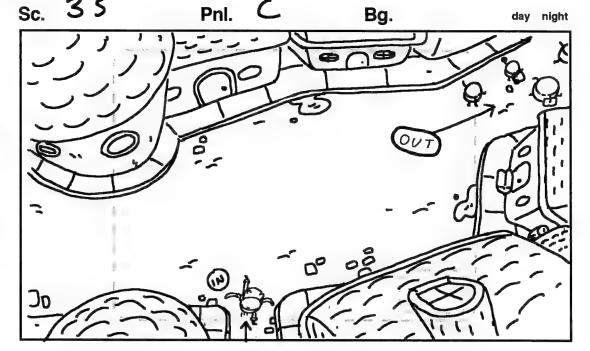
Timing:

Oroduction



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Action:

-M. KIDS RUN ON/S.

-M. KIDS RUN OFF/S. -F. RUNS ON/S.

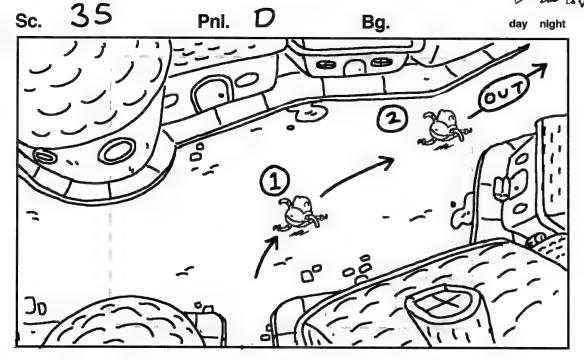
Timing:

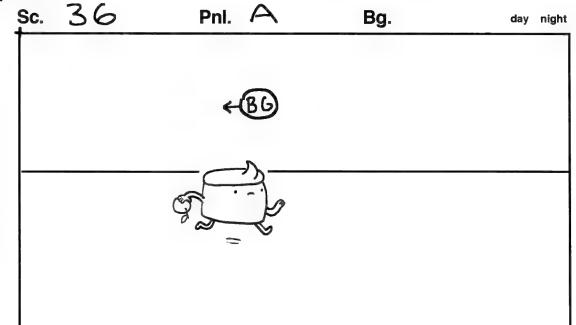


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5

EPISODE #





Dialog:	

Action:

-F. CHASES AFTER M. KIDS. OFF/S.

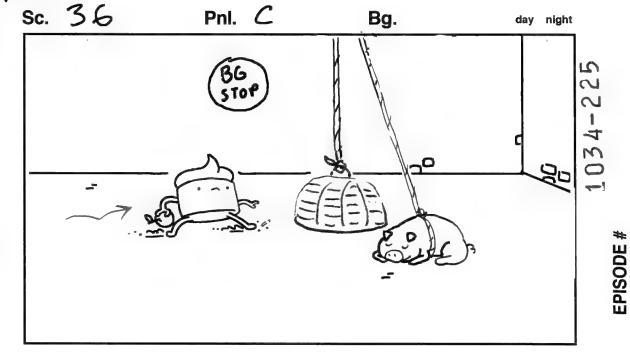
- JOHNNY RUNNING

Timing:



Page 7

Sc. 36 Pnl. B Bg. day night



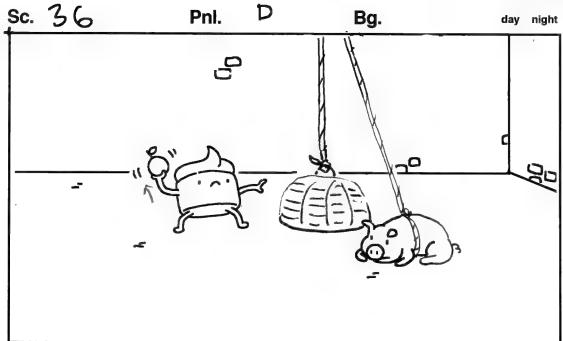
Dialog:	SFX: * SKSHH *	
Action:	- JOHNNY SKIDS TO A STOP NEXT TO BASKET.	

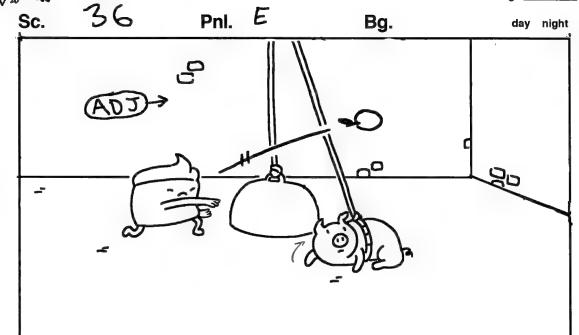
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Timing:



72





Dialog
--------

Action:

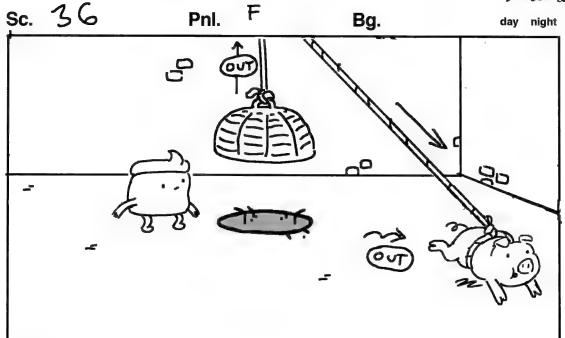
- J. LOFTS APPLE.

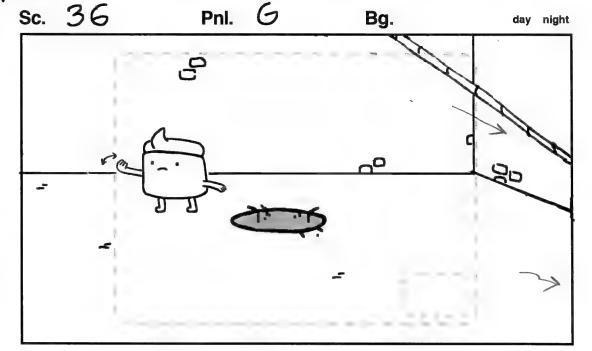
- J. THROWS APPLE, PIG TRACKS APPLE. - ADJ. W/ ACTION

Timing:



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Dialog:

Action:

-PIG RUNS OFFS, LIFTING BASKET AND REVEAUNG SECRET PASSAGE. - JOHNNY MOTIONS OFF/s.

Timing:

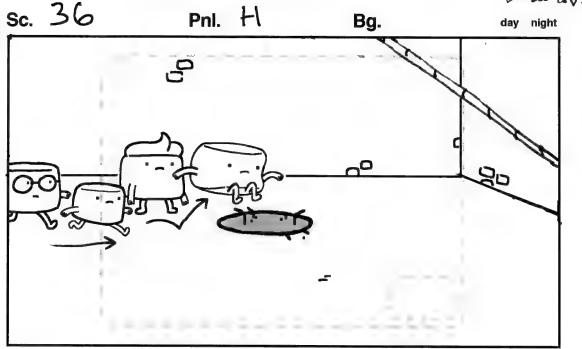
Production:



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3

EPISODE #



Sc. 36 Pnl. I Bg. day night

Dialog	
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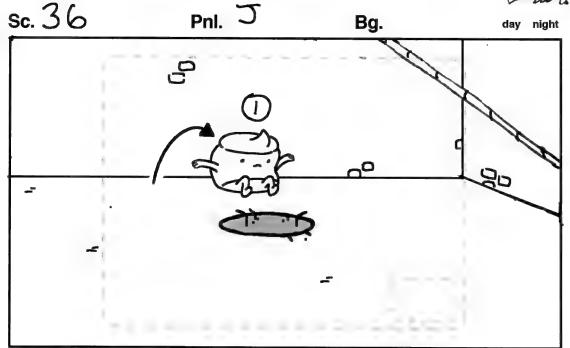
Action:

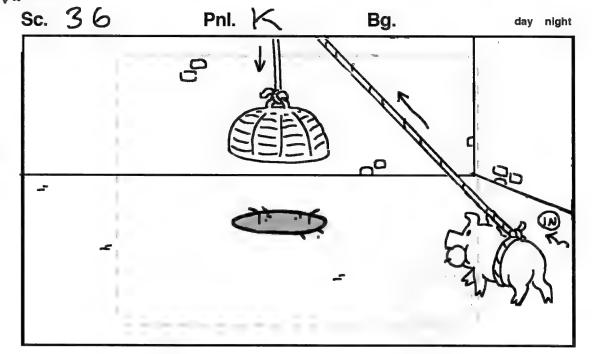
-HUGO, SUNSHINE, & GARY RUN ON/S AND HOP INTO PASSAGE.

Timing:



75



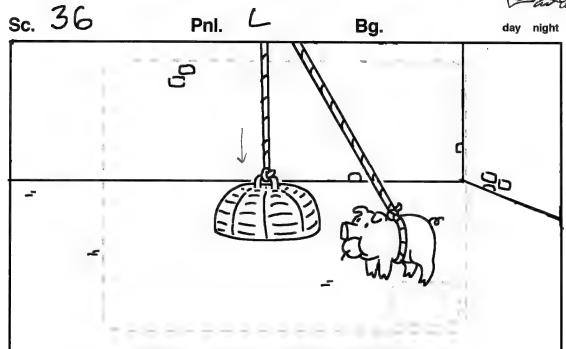


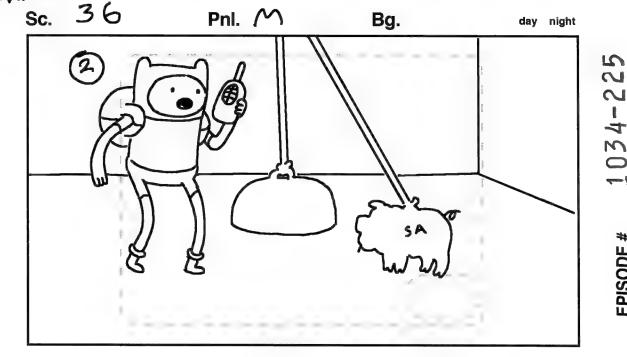
Dialog:		
		(2)
Action		- Andre
Action:	ANNY JUMPS	

-PIG WALKS BACK ON/S HOLDING APPLE. -BASKET LOWERS.

Timing:





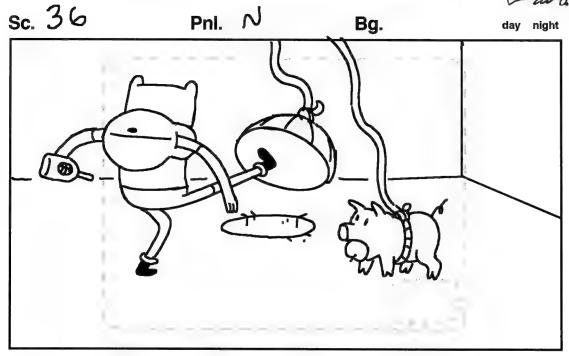


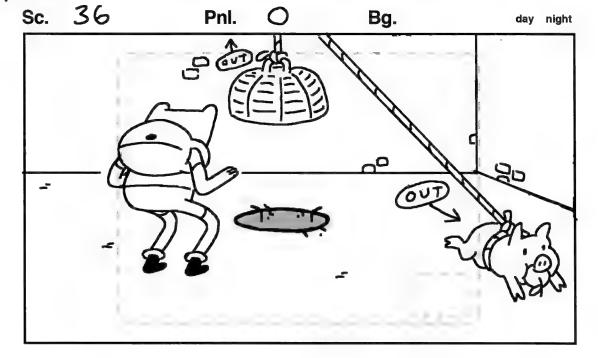
Dialog: f / Jake! Therie Action: -BASKET COVERS HOLE. -F. RUNS an/s. Timing:

EPISODE #



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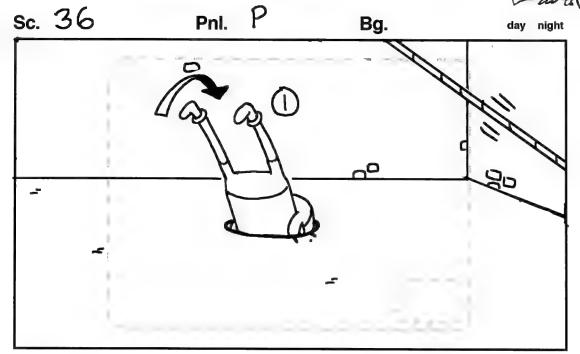
SFX: \* CHFF!\*

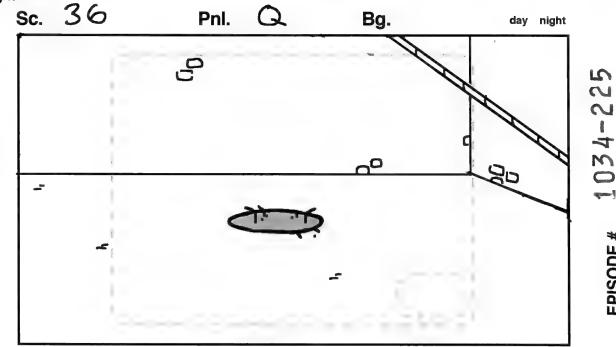
Action:

- PIG RUNS OFF/S,

Timing:





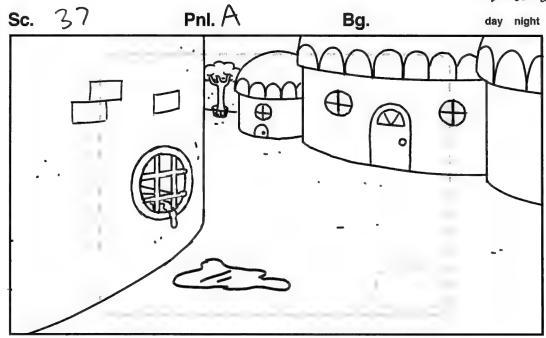


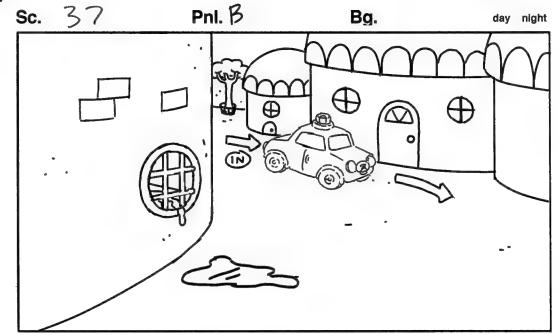
2	
_	

Production:



79 age \_\_\_\_\_\_





-JAKE-POLICE CAR DRIVES aN/S.
_

Production:

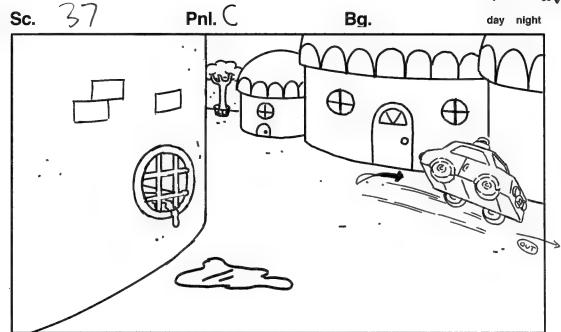
1034

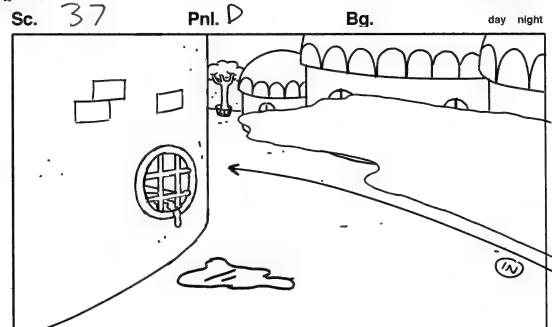


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034

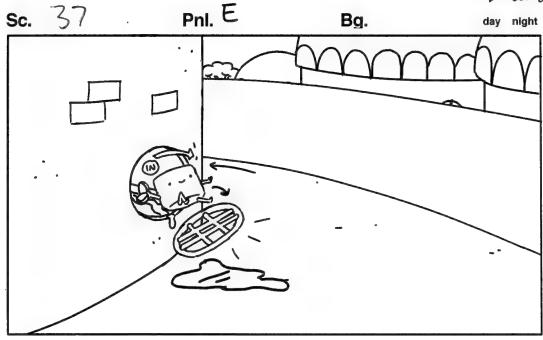


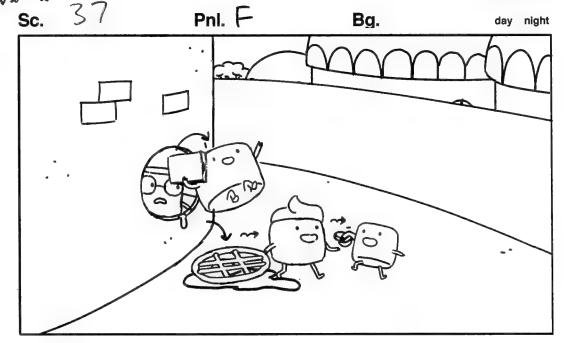


Dialog:	SFX: * RRRR *
-J. SKIDS OUT OF FRAME	-J.'S BODY-WALL STRETCHES ONS.
Timing:	



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Dialog:

G: Year! Banana guards aint never gonna get us!

MMKS: Year! Woo! we rule!

Action:

- GARY KICKS OPEN GRATE.

- M.KIDS JUMP OUT OF DRAIN.

Timing:

Production:

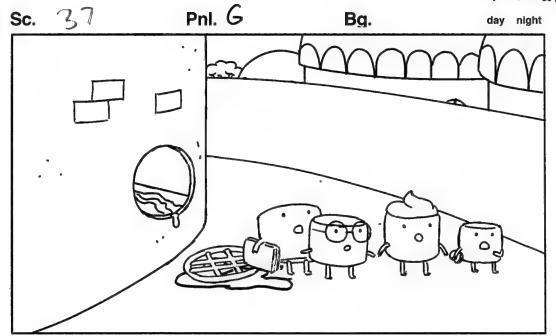
N

3

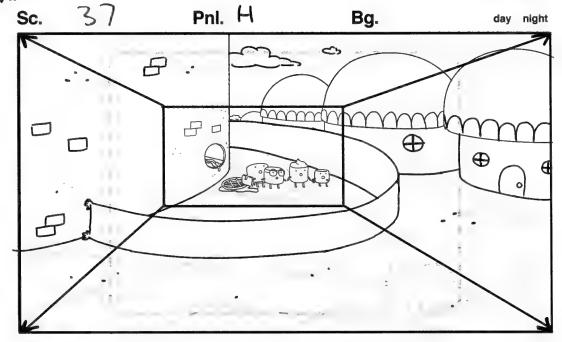


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25



GARY: UH ... WAIT.



Di	ial	n	a	=
	ш	v	ч	10

MMKS: WOO ...

# END MUSIC #

Action:

- truck out to reveal Jake wall

Timing:

Production:

**EPISODE**#

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Timing:

Production:

225

034

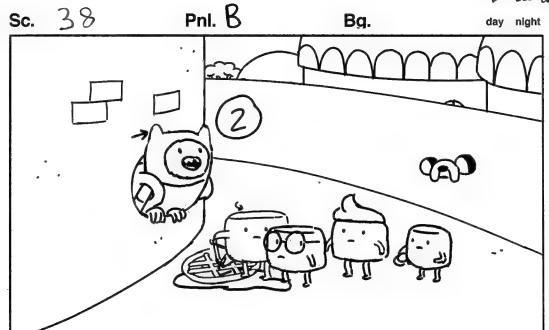


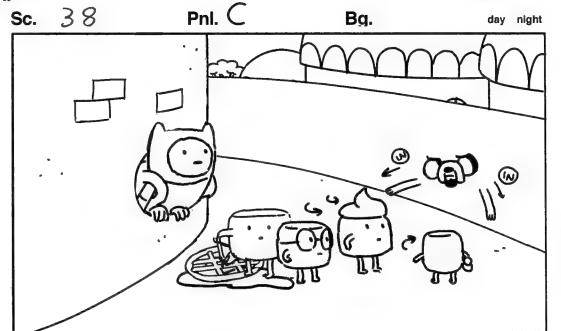
Page \_\_\_\_ 84

N

1034-2

**EPISODE**#





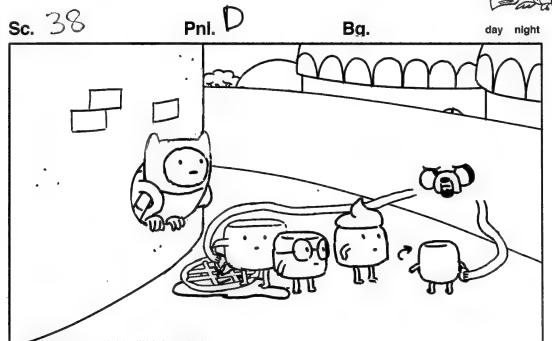
Dialog: F; OKAY JAKE, SCARE EM STRAIGHT!

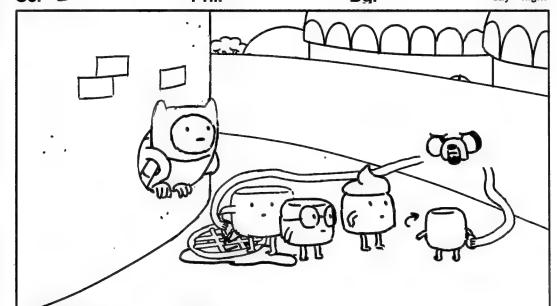
J: That's right, --

Action:

-J. FORMS ARMS.

Timing:





Dialog:

USED TO BE LIKE YOU KIDS ...

Action:

- JAKE STRETCHES ARMS TO GRAB CARD TABLE + SHELLS

Timing:

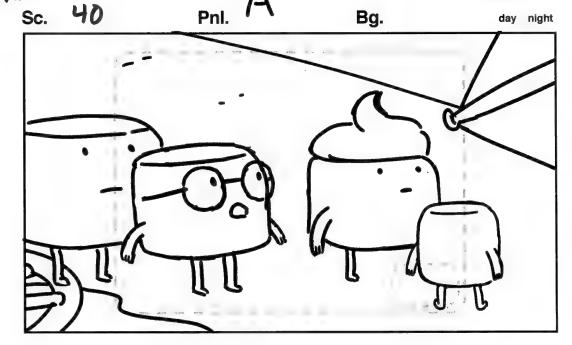


5 2

3

EPISODE #

Pnl. A sc. 39 Bg.



Dialog: J: Makin' 20 bucks a day, SUNSHINE: We make 500 bucks a day.

feeling like a king...

Timing:

**Action:** 

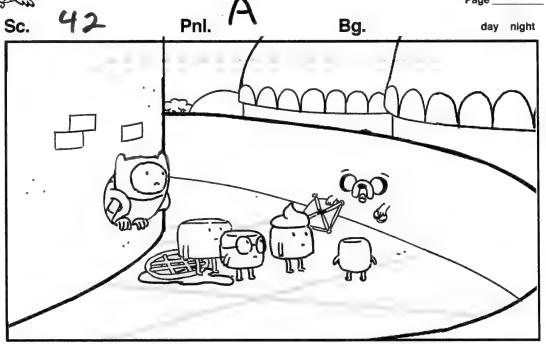


5 1034-22

**EPISODE**#

Production:

Pnl. A Sc. 41 Bg.



Dialog: J: 500 bucks?! J: (TO HIMSELF) WOW...

500 bucks...

that's a lot...

Action:

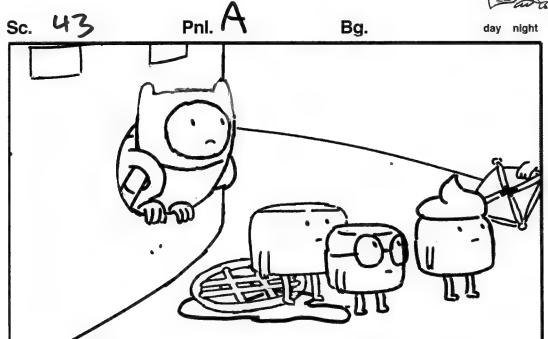
Timing:

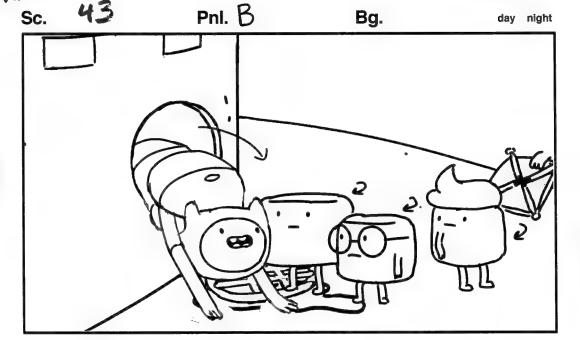


88

3

**EPISODE**#





Dialog:	J:	ωοω	500 B	UCKS	\ 1 \	wow.

F: Okay Jake, why don't you take off.

Action:

- F. climbs out of pipe

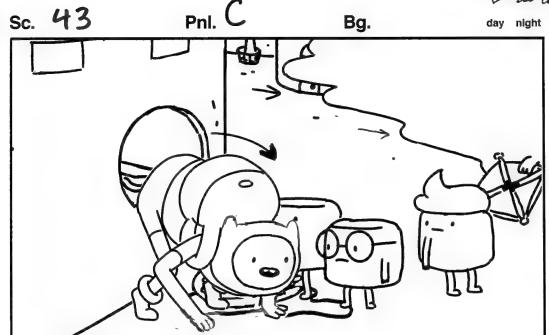
Timing:

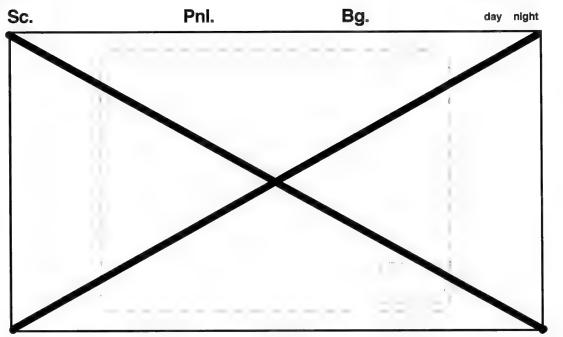
Production:

62011 This material is the Property of The Carboon Net



89



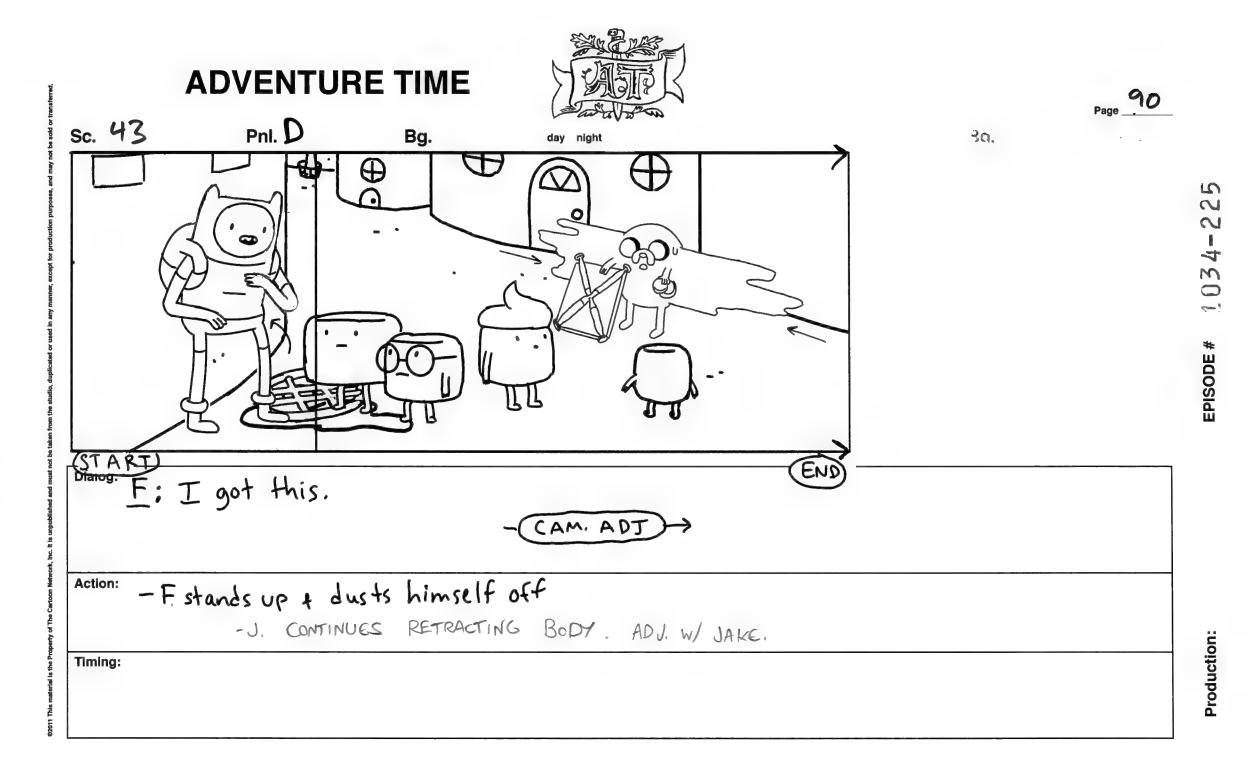


Dialog:		
	P. 10	 
- JAKE RETRACTS		
Timing:		

**EPISODE**#

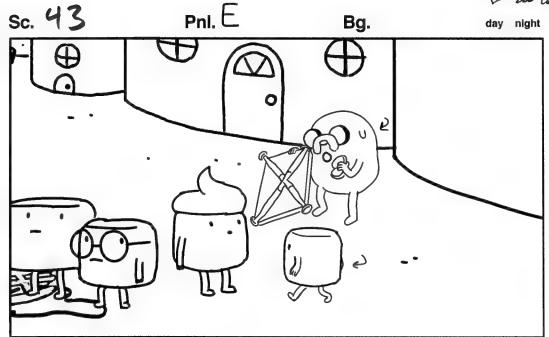
25

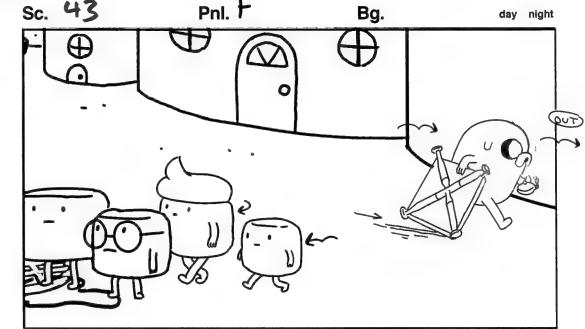
034





91





Dialog:	丁:	500	bucks	
		W	، ، ، لما ه	

Action:

- J. RETURNS TO NORMAL SHAPE.

- J. wanders off, dragging card table + carrying shells

Timing:

# **ADVENTURE TIME** Pnl. G Bg. The said 89. Dialog: F: Sorry guys but I gotta take < CAM. ADT) Y'all in for baby booking. Action: -ADJ. LEFT BACK TO FINN.

Timing:

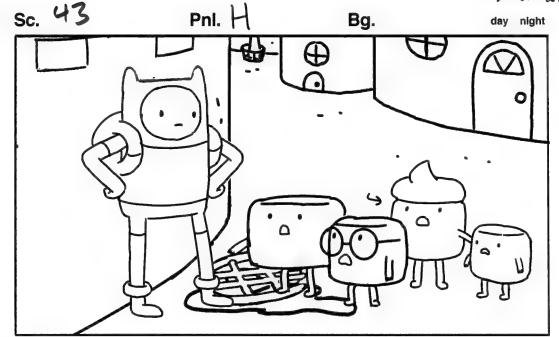
Production:

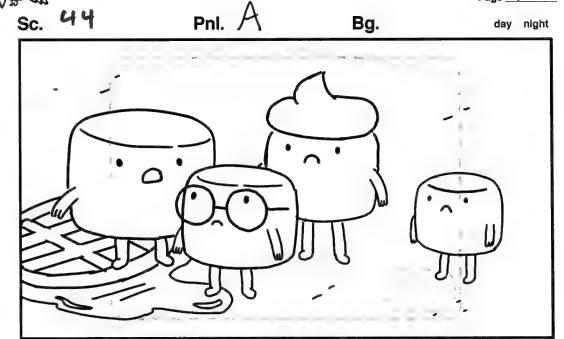
25



5 S

**EPISODE**#





Dialog: MMKS: Whaat? No! alhh, come on ... etc. H: Not baby booking!

Action:

Timing:



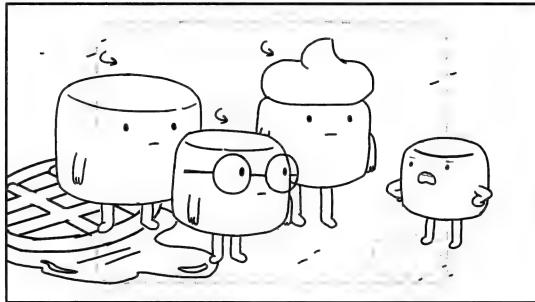
Sc. 44

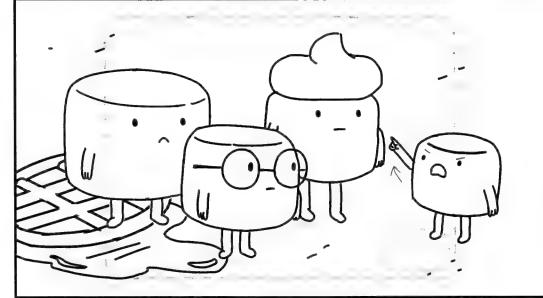
Pnl. B

Bg.

44

Pnl.





Dialog:

G: Forget it fellas, Finn doesn't know G: He lives in a tree.

what it's like... to grow up on the streets...

Action:

- M. KIDS TURN TOWARDS GARY.

Timing:

Production:



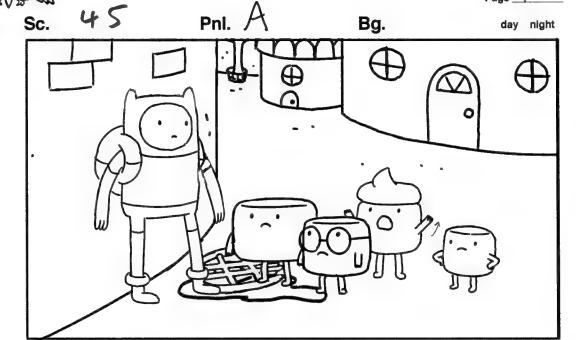
95 age

25

4-2

**EPISODE**#

Sc. 44 Pnl. D Bg. day night



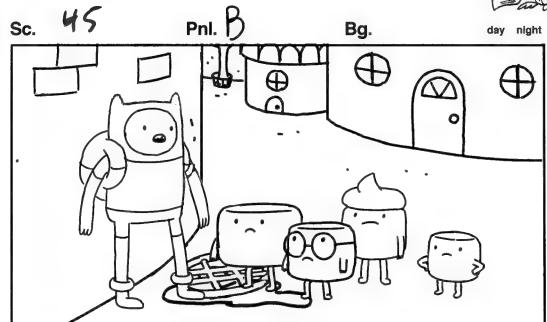
Dialog: MMKS: Whaat? No way.

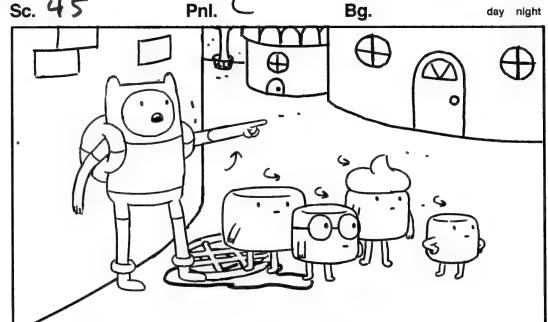
J: We've never even seen a tree!

Action:

Timing:







Dialog: F: What? That can't be true.

F: There's a tree right over there.

**Action:** 

Timing:

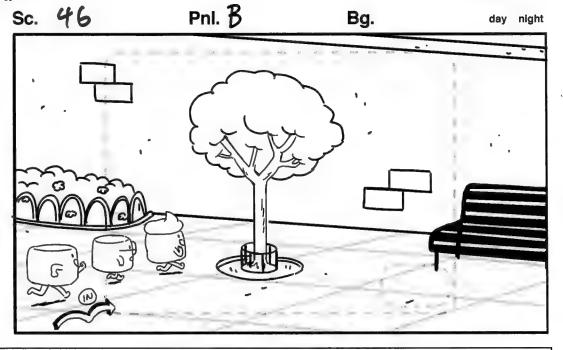


97

225

EPISODE #

Sc. 46 Pnl. A Bg. day night



					_
Dialog:	WKIDS :	WHOA	JOHNNY:	That's	0

That's a tree? It's beautiful.

**Action:** 

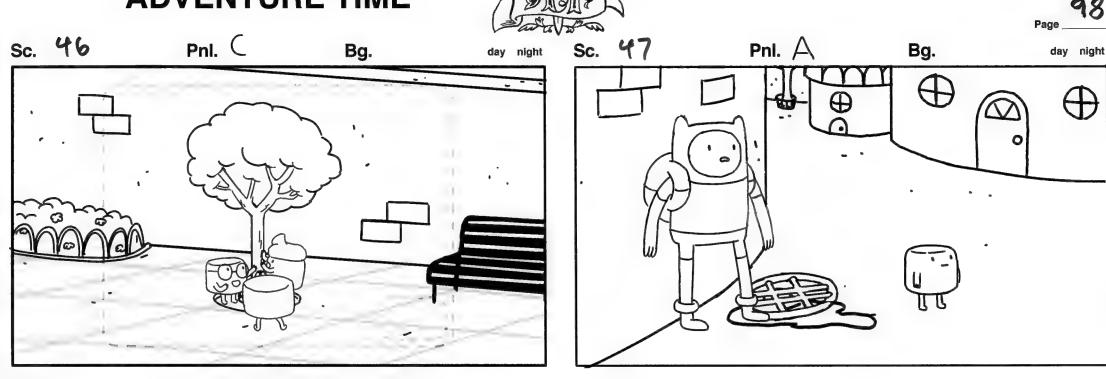
Timing:

Dialog:



S

Production:



Action: - MMKs touch the tree Timing:

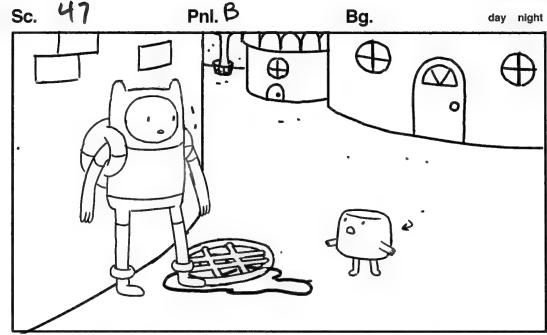


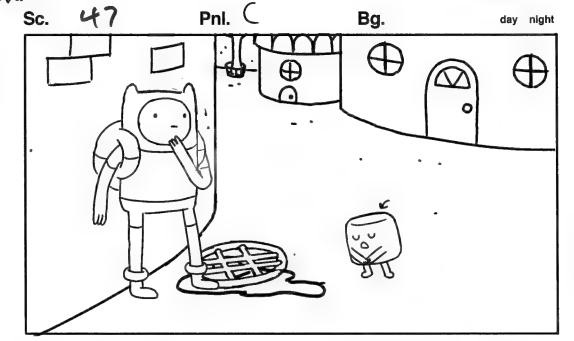
99 Page

22

34

EPISODE #





Dialog: G: Gee Finn, us street kids sure are learning a lot from you.

G: More than we'd ever learn from baby booking, that's for sure.

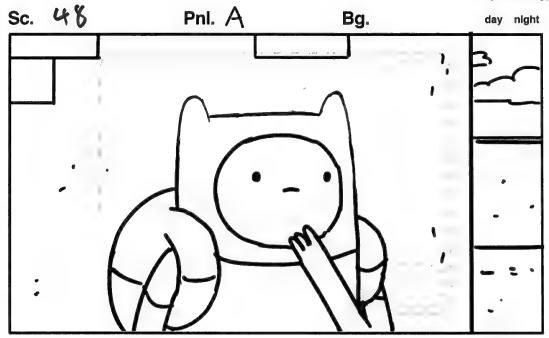
Action:

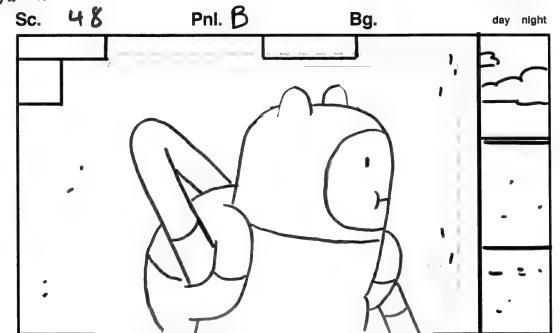
- GARY TURNS TOWARDS FINN,

Timing:



100





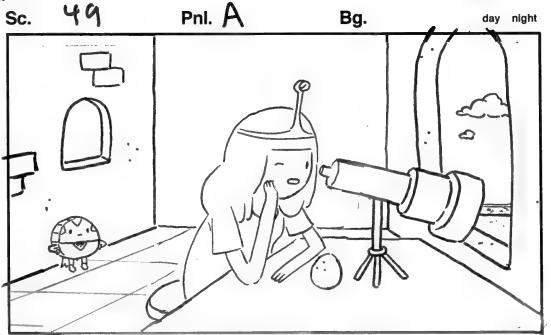
Dialog: F: hm	
Action:	-F. REACHES INTO BAG.
Timing:	

**EPISODE**#

1034-225



Sc. 48 Pnl. C Bg. day night



Dialog: E: Hey Peebs I think all these scamps need is a nature walk.

PB: Sounds good, Finn. I trust you.

Action: - F. PULLS OUT PHONE

Timing:

Timing:

Production:

day night

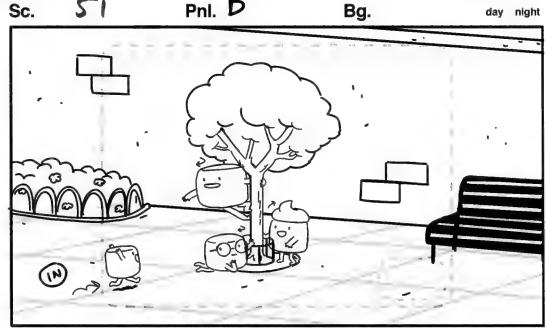
225

4

03



Sc. 51 Pnl. A Bg. day night Sc. 51 Pnl. B



G: Ya hear that gang? Finn's taking
us out of the city!

Action:

- GARY RUNS ON/S.
- M.KIDS TRACK GARY.

Timing:

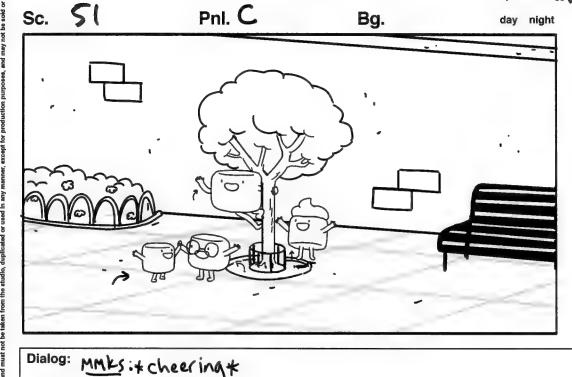


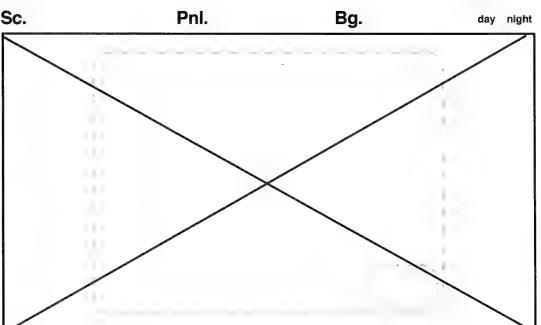
10'4

225

3

**EPISODE**#

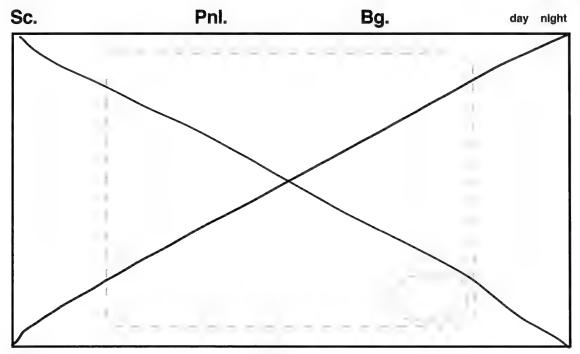


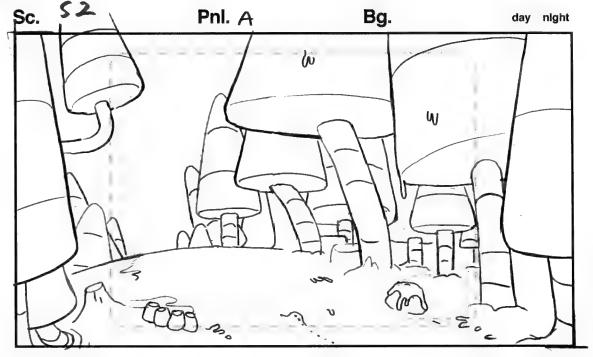


Action:	
Timing:	

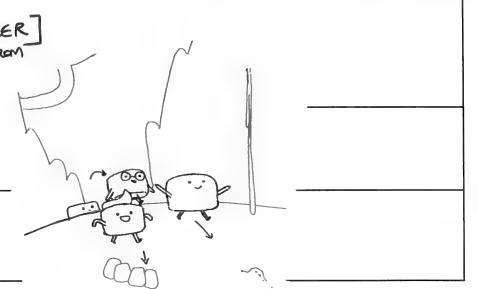


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Dialog:	MKIDS: CHEER SAME FROM PREVIOUS PANEL
Action:	
Timing:	



Production:

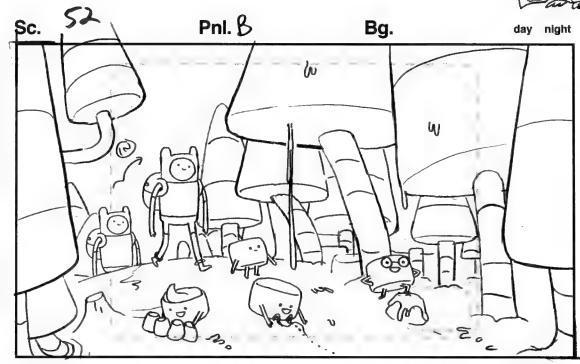
25

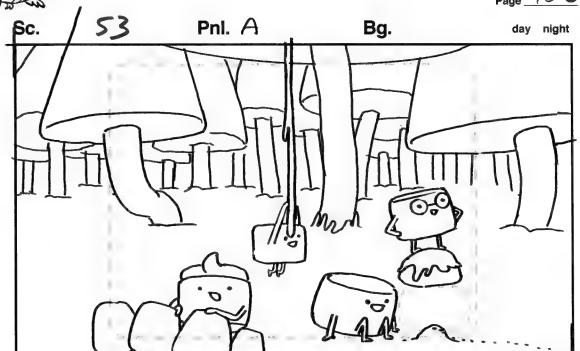


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EPISODE #





Dialog:

Action: - 6214

) vm p 5 7

9(265

(mmu's checking



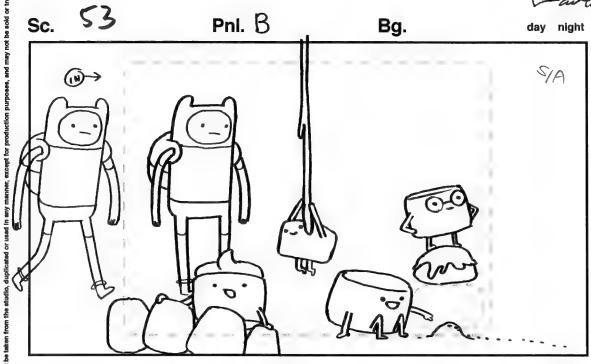
Timing:

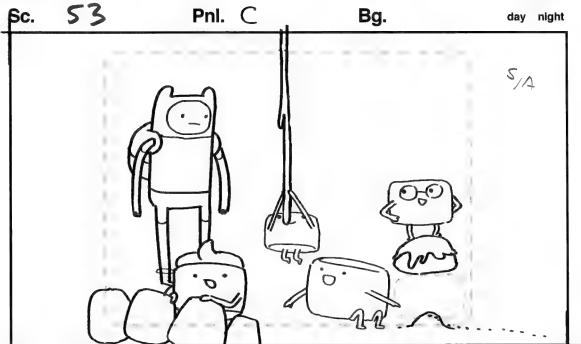


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EPISODE #





Dialog:

these bugs ...

H/ Just Like in my mom's kitchen

Action:

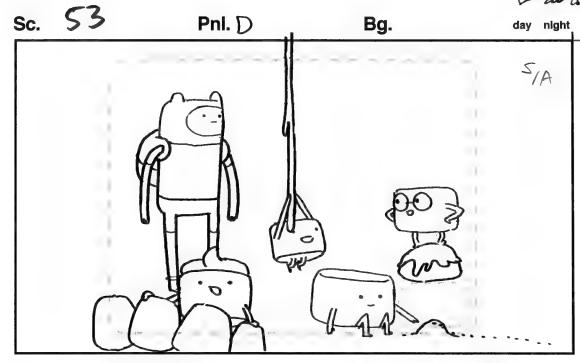
-F. WALKS ONIS.

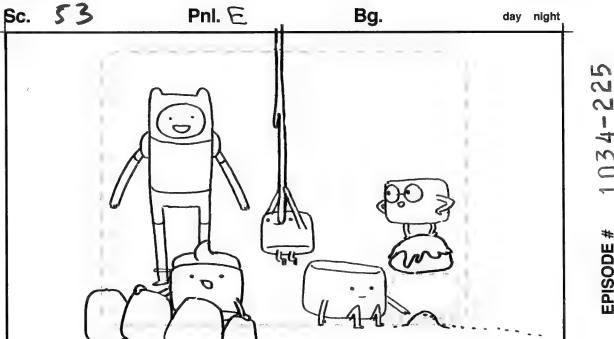
Timing:



S 2

EPISODE #





Dialog: s/lookit me, I'm drock climber G/ Im Flying

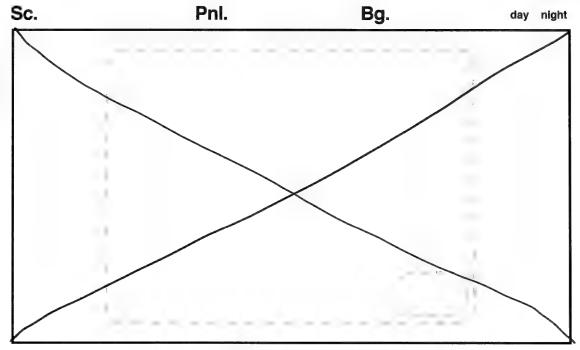
F/ Lehen, IF you guys think this biz 15 (00L - -

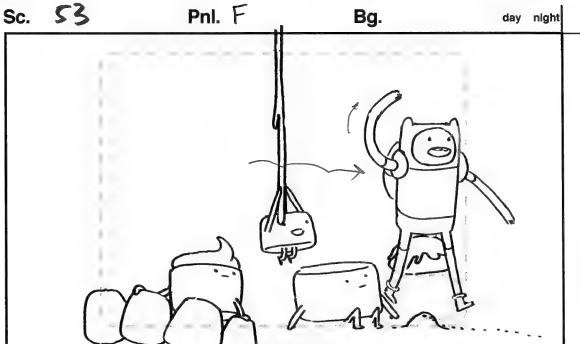
Timing:

Action:



Bage 109





Dialog:

Floheck out this other biz

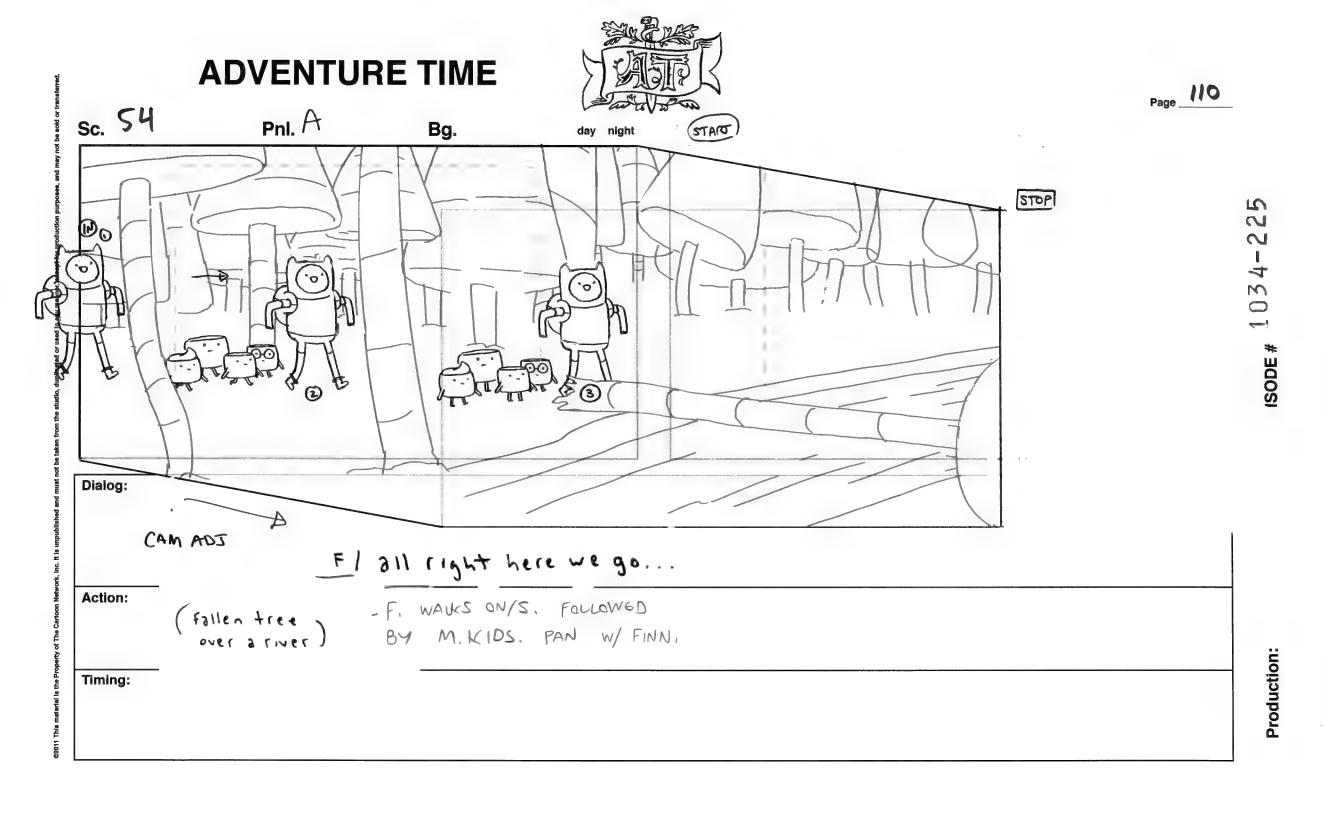
Action:

-F. WALKS PAST M. KIDS.

Timing:

Production:

25





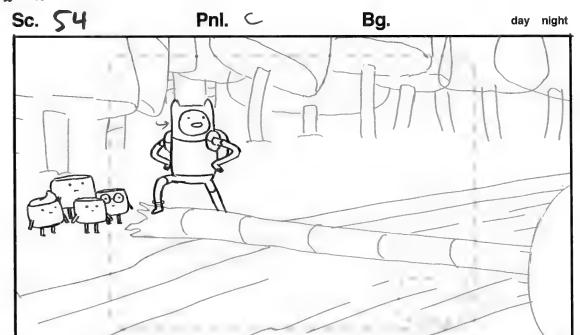
Page \_\_\_\_

225

34

**EPISODE**#

Sc. 54 Pnl. B Bg. day night



Dialog:

Fl sec this fallen tree? Jake and

I laid it over this river

last summer --

F/ and we call it "shortcut Bridge "

Action: -F. PUTS FOOT UP ON LOG.

Timing:

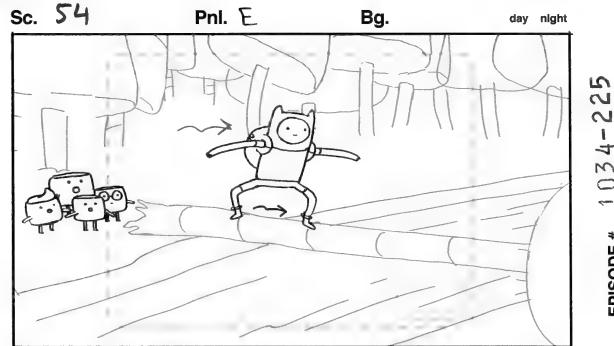


2

4 3 0

EPISODE #

Sc. 54 Pnl. 🔎 Bg.



Dialog:

F/ check it ..

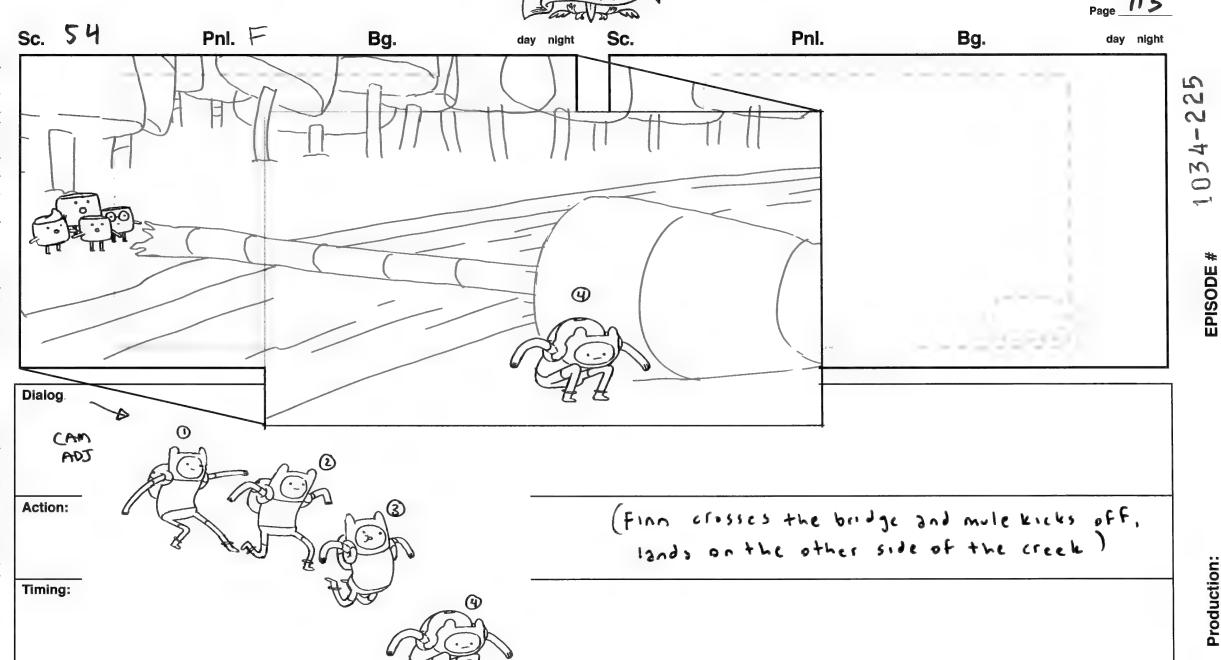
Action:

- F. CAUTIOUSLY WALKS ONTO LOG.

Timing:

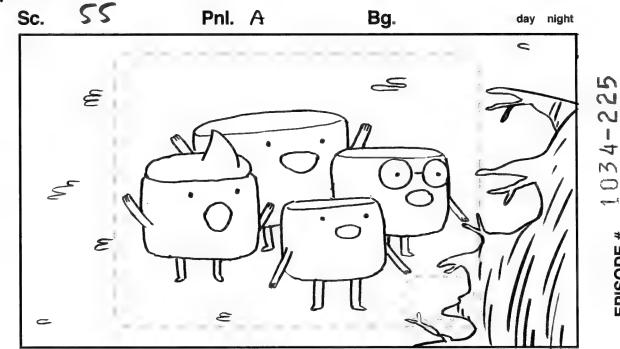


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Sc. 54 Pnl. a Bg.



Dialog:

F/ Pretty cool, huh?

Action:

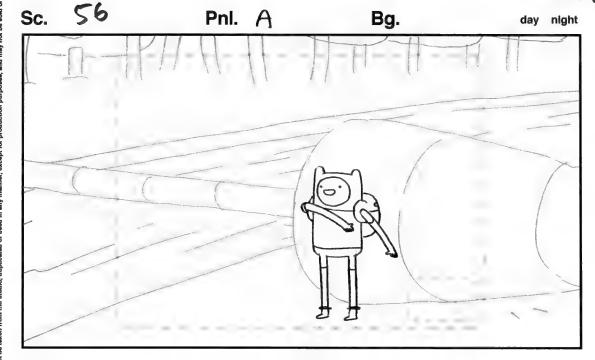
wwks / Jear ! Yearl mhos! 0001.

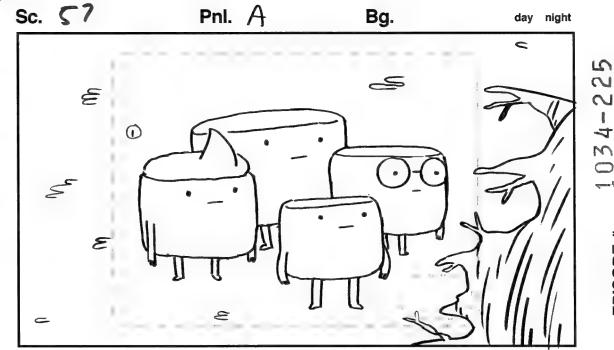
Timing:

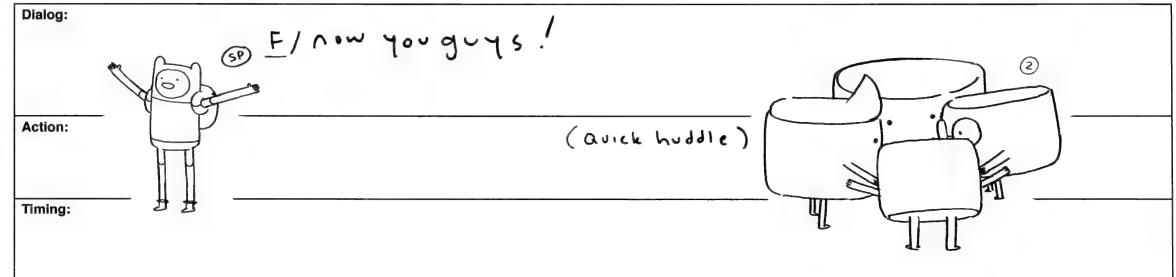
Production:

034-







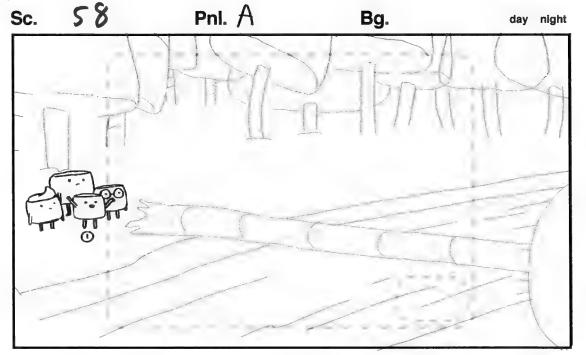


Production:

1034



Sc. 57 Pnl.  ${\cal B}$ Bg.

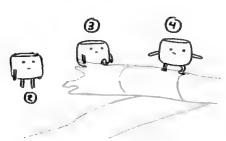


Dialog:

G/ OKBY!

Action:

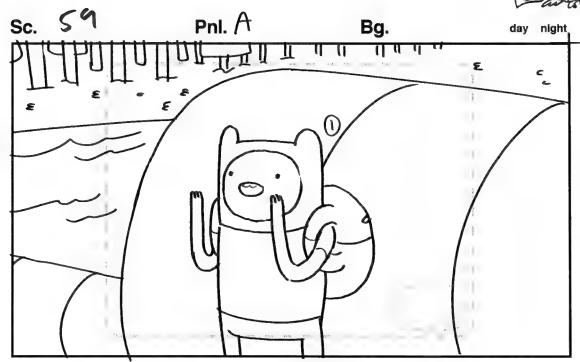
Timing:

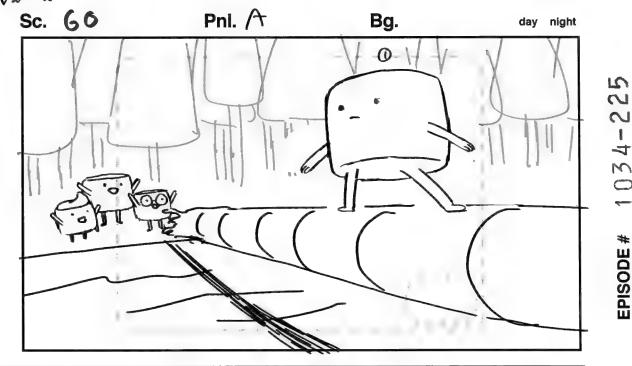


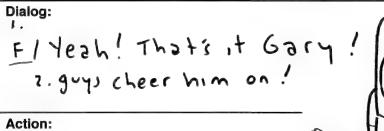
(Gary climbs on the tree and Production Production of Costs )

3



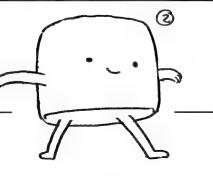








Mmki / Yezh! thatis it,
Gary! Youre doing it!



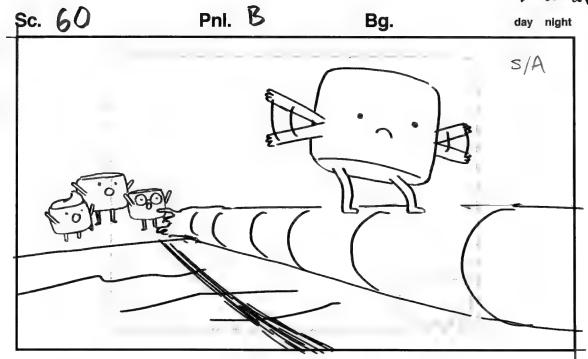
Timing:

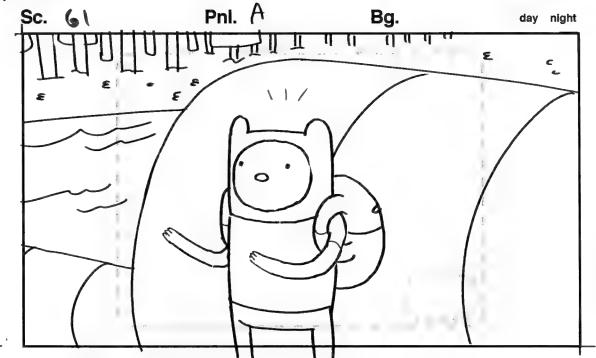
Production:

4



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Dialog:

Action:

- GARY STATOS TO LOSE BALANCE

Timing:

Production:

225

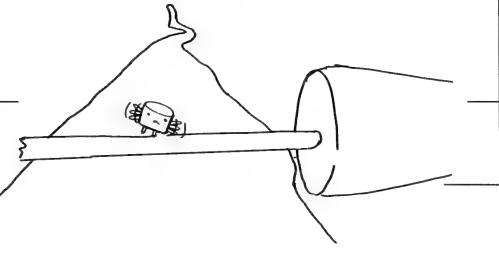
34





Dialog:	H/ Gary be carefull!		•
Action:		- GARY ARMS	MNOMILS

Timing:



# 1034-225

EPISODE #

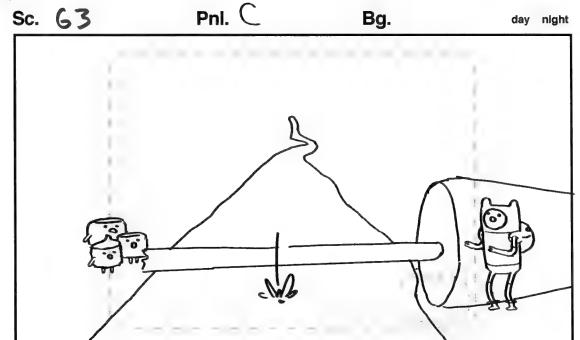


5 3 2

3

EPISODE #

Sc. 63 Pnl. B Bg.



Dialog:

wwws/Gary!

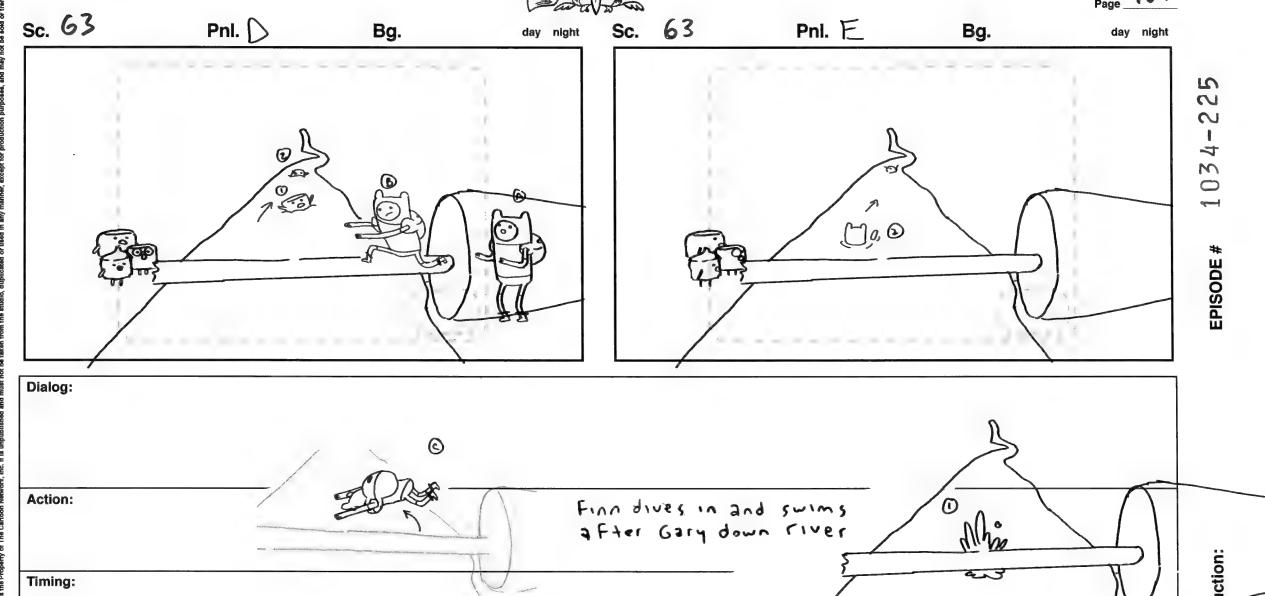
Action:

- GARY SUDDENLY SETTLES, GUES A THUMBS UP. \_ GARY FALLS STRAIGHT INTO RIVER.

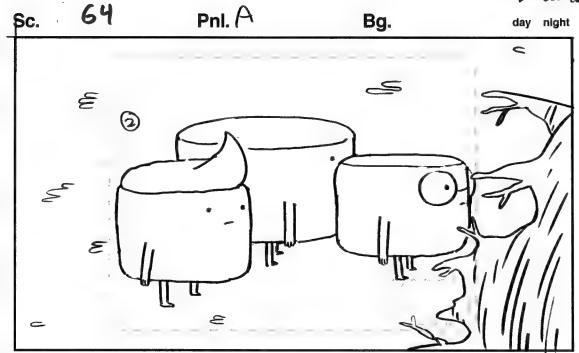
Timing:

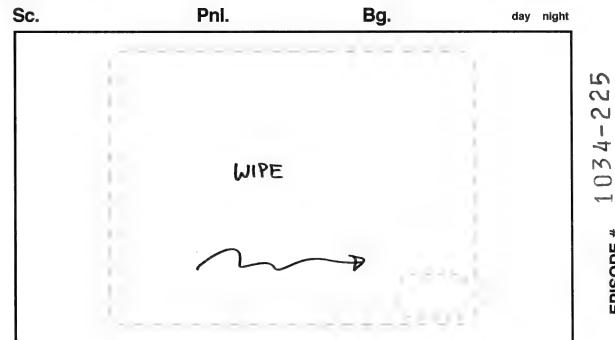


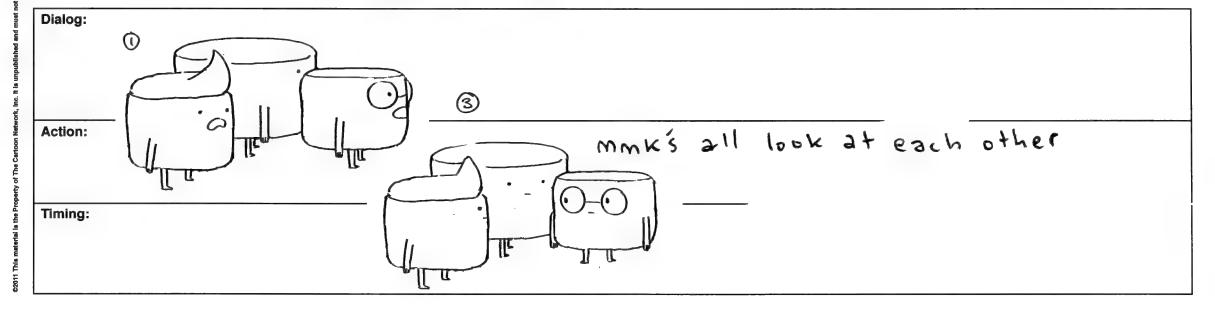
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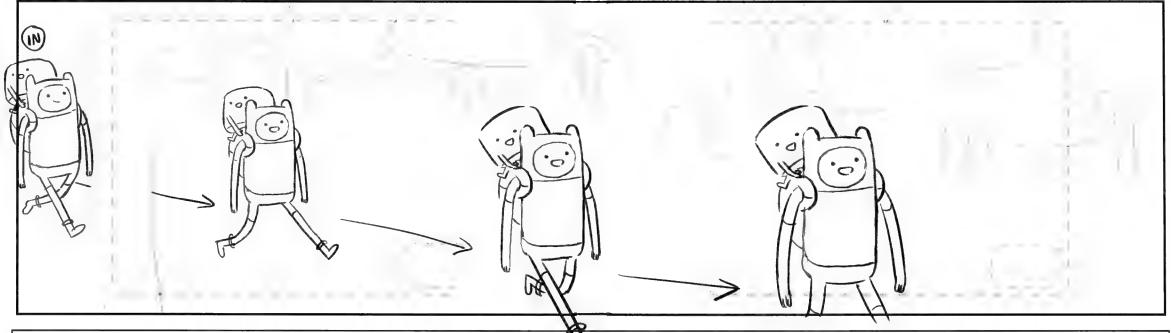
Sc. 65 Pnl. A Bg.

day night

225

34

**EPISODE**#



Dialog:

of that water street, Finn

F/ Its called a river, Gary

Action:

Cam adj A→B

W/ FINN.

Timing:



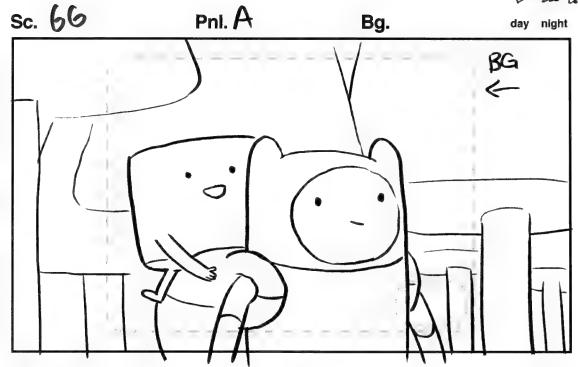
124

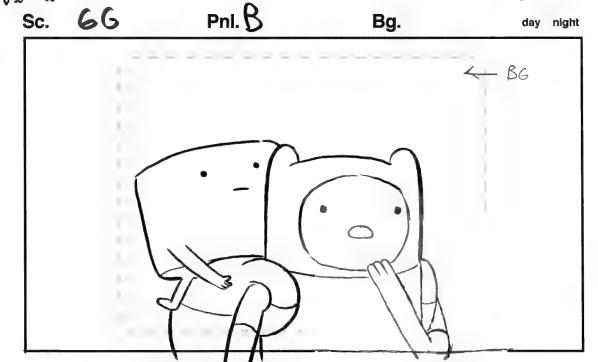
225

03

EPISODE #

Page \_\_\_\_





Dialog: 6/ a river boy, wait il I tell the fellas

F/ First we gotta find the fellos

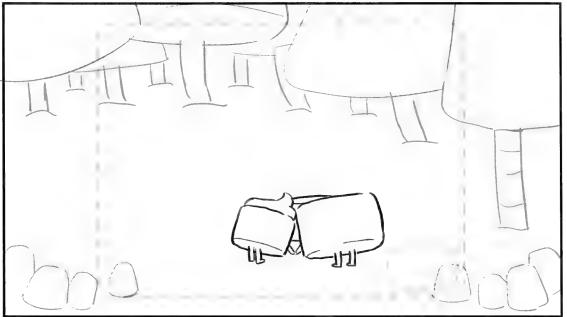
Action:

Timing:



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Pnl. C Sc. 66 Bg. Sc. 67 Pnl. A Bg. day night

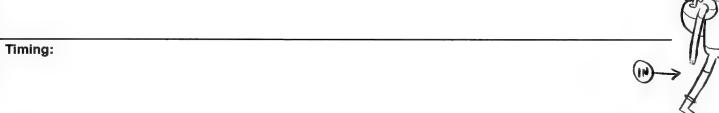


1		
Dia	lo	a:

F: QH WAIT, I HEAR EM ...

F/ Hey Fellos what are ya ...

Action:



. F. WALKS ON/S

-M. KIDS ARE HUDDLED,

**EPISODE**#

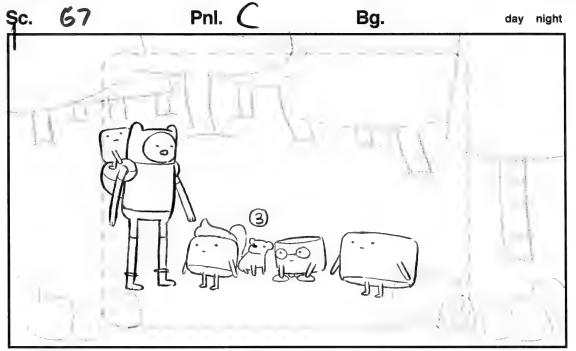


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EPISODE #

Sc. 67 Pnl. B Bg. day night



Dialog:

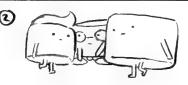
If .. what are yo doin' there?

F/ (small gasp)

Action:

-M. KIDS TURN TO REVEAL SHELL GAME

Timing:





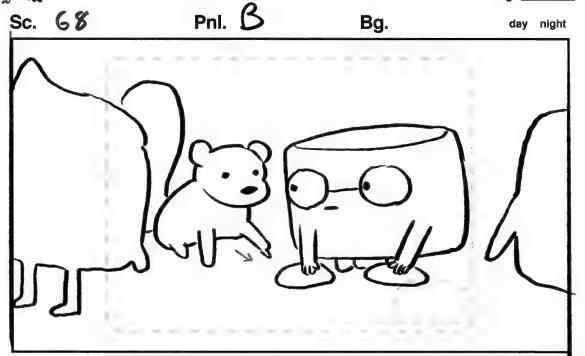
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3

EPISODE #

Sc. 68 Pnl. A Bg. day night



Dialog:

Action:

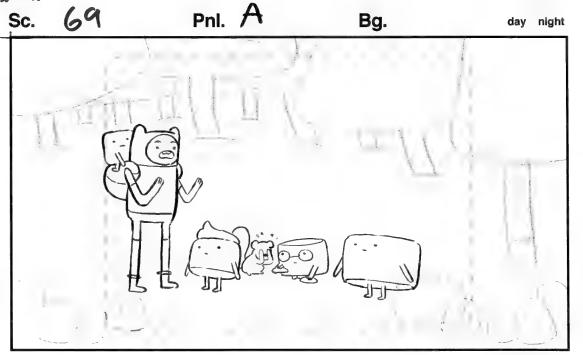
- SQUIRREL POINTS TO SHELL.

Timing:



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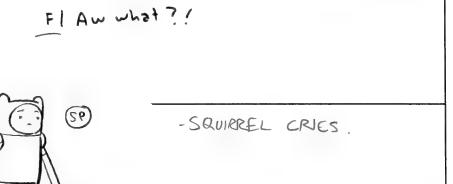
Sc. 68 Pnl. C Bg. day night



Action: - SUNSHINE LIFTS SHELL, NO PEA.

Timing:

Dialog:



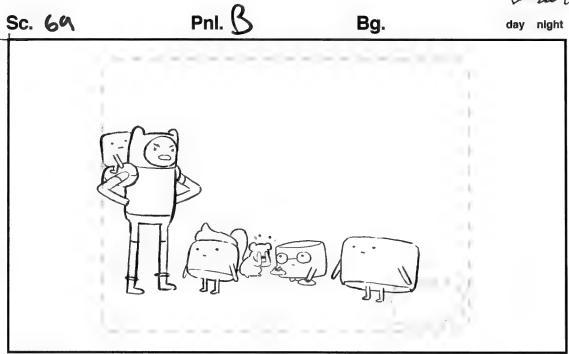
Production:

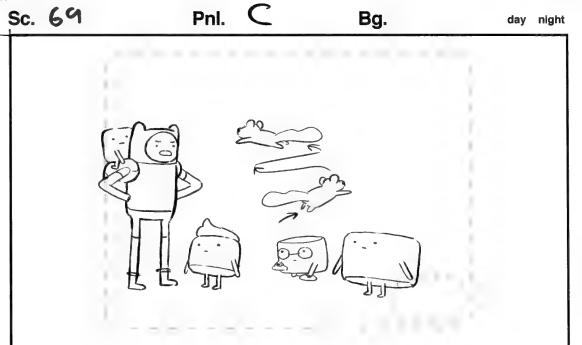
5



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25





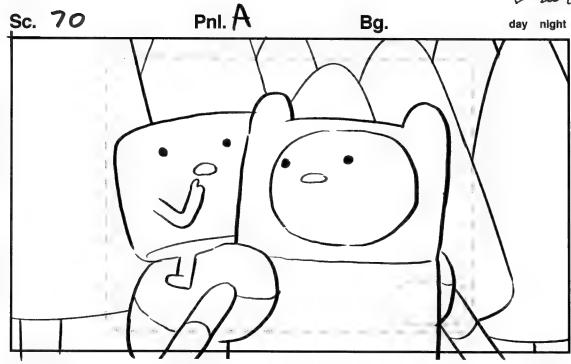
Dialog:			
	F/I went out on a limb for you guys		
Action:		(Squiriel Funs	
1		( squiriel [ runs	
Timing:			



130

225

EPISODE #



Sc. 70 Pnl. B Bg. day night

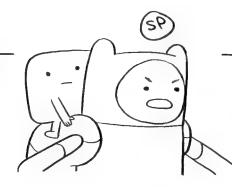
Dialog:

@1 mpst; s.limp . ;

F/a limb is like a branch on --

Action:

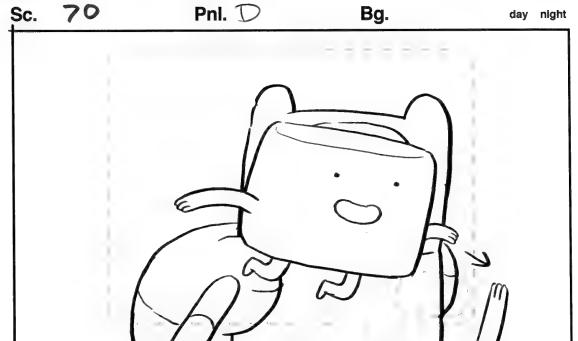
Timing:





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Sc. 70 Pnl. C Bg. day night



Dialog: Glhahaha this guy!

6/ haw'd we do, boys?

Action: (Gary Slaps Finn lightly on the cheek)

(Gary jumps down from Finn's shoulder)

Timing:





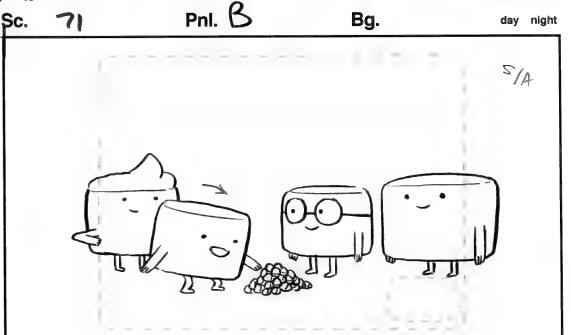
roduction:

S



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Sc. 71 Pnl. A Bg. day night



Dialog:

5/ We made about 42 nuts

6/ Holy cats these forest folks are some grade A rubes!

Action:

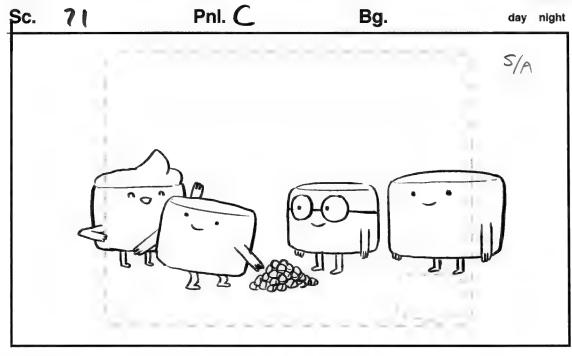
Timing:

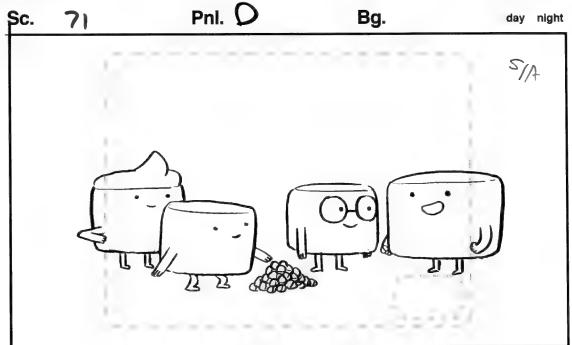


Production:



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Dialog: 1/ Easy pickins I tellya	. 4
----------------------------------	-----

H/ sucker city

Action:

Timing:

Production:

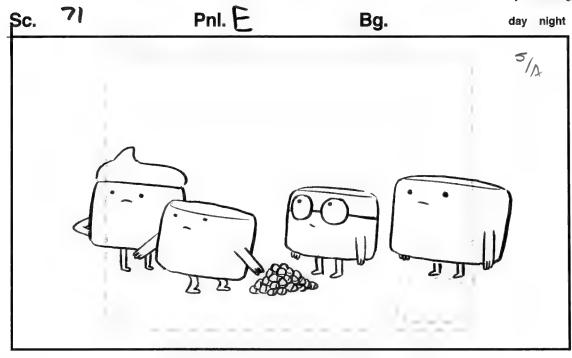
225

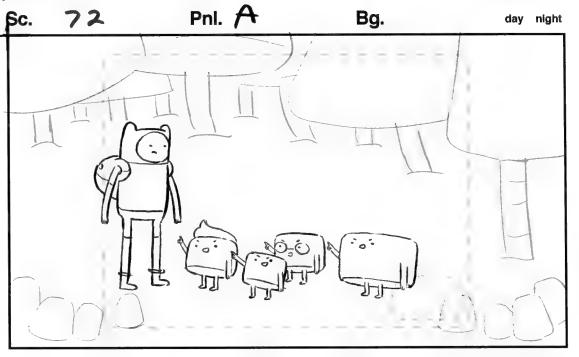


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225

EPISODE #





Dialog:	(0/s)	you You	7 9045	tricked	me!
			•		

mmks/ Hahaha!

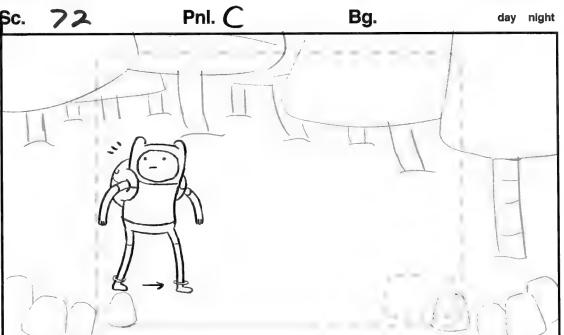
Action:

Timing:



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Sc. 72 Pnl. B Bg. day night



Dialog: F/ hey wait!

Action: (They all take off in different directions)

( sing sing )

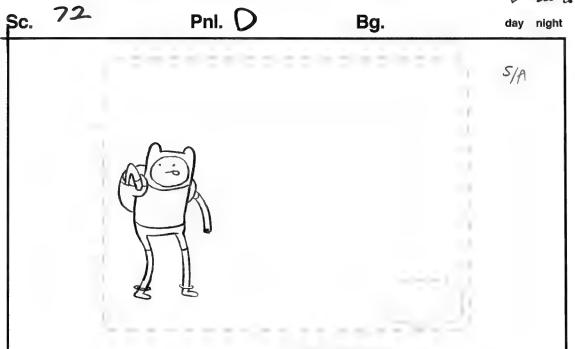
Timing:

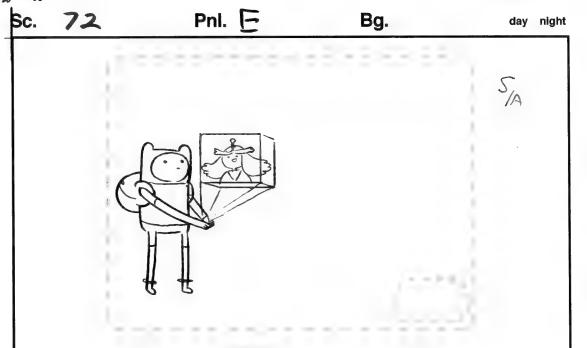
Production:

25



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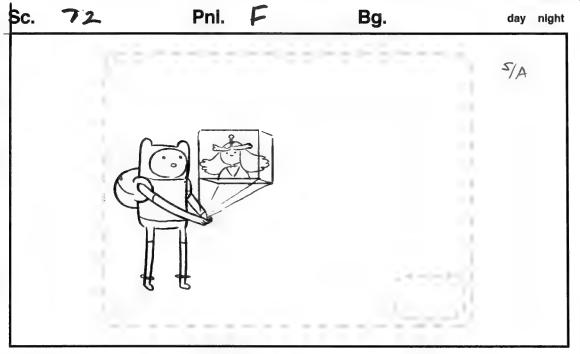
Dialog:	nature walk is going.
	The state of the s
Action:  - F. PULLS OUT HOLO: PENDANT.	i.
Timing:	

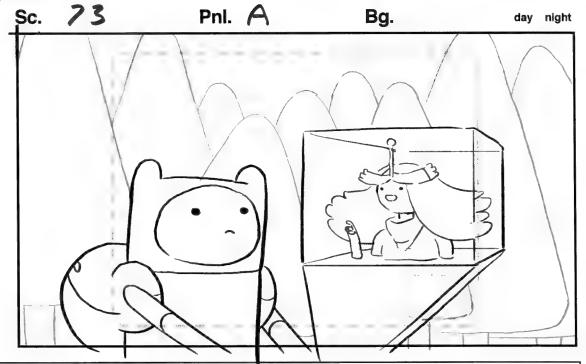
EPISODE # 1034-225

a distantion



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Dialog:

F/ Uh ..

PB/ You know, those marshmallow kids remind me of you when you were a young lad.

Action:

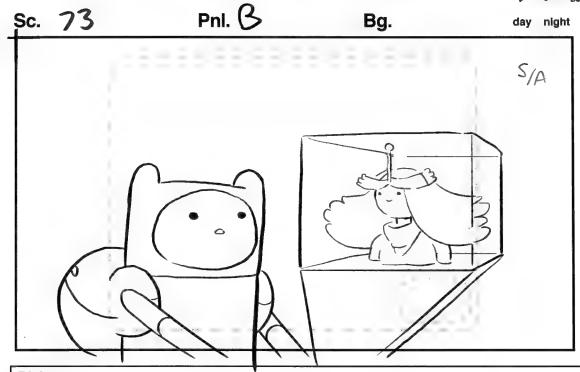
Timing:

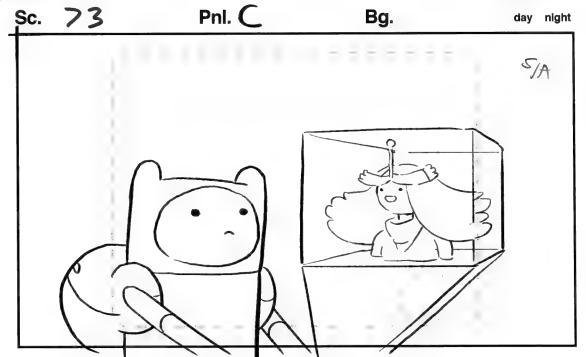
Production:

225



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Dialog:

PB/ ± in glad you're helping them get on the right path

Action:

Timing:

Production:

225

3



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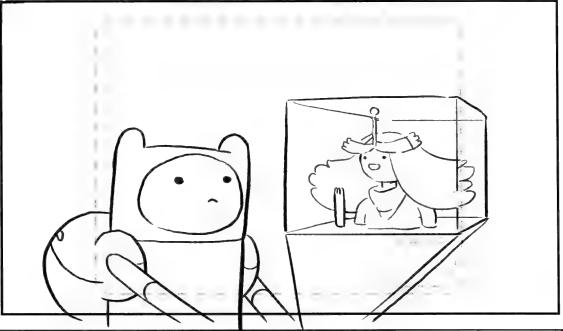
225

3

EPISODE #

Sc.	73	Pnl.O	Bg.	day night
		1000101	tatebate	
			C	
		٥		13
R	1		U V U	
		\ \	\//	1
		11	1	

day night Sc. 73 Pnl. E Bg. day night



Dialog: Fl thanks

PP/ skay I gotta (un, I'll assume everythings great because if it wasn't you would said something. Bye.

Action:

Timing:



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Sc. 74 Pnl. A Bg. day night

Sc. 74 Pnl. B Bg. day night

Dialog:	F1 (513h)		wwwi/haya	
Action:	(P)	- PB HANGS UP.	- M. KIDS RUN OUT OF HIDING.	
Timing:				

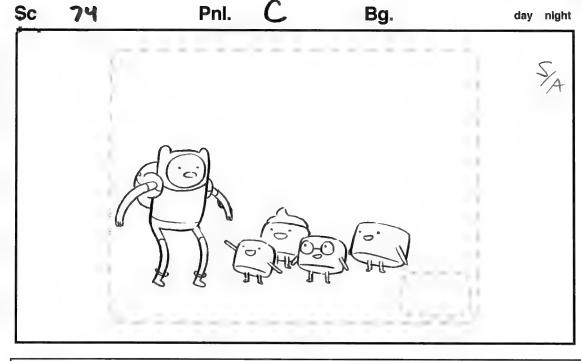
5

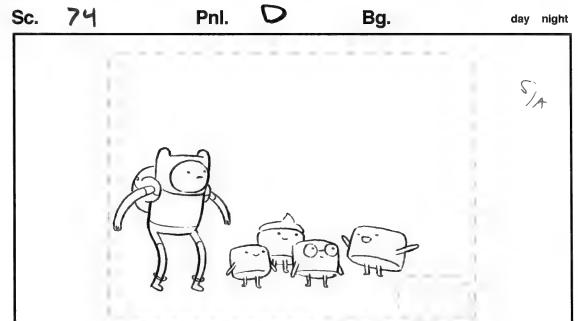


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25

**EPISODE**#





Dialog:	GARY	/	400	lied	d o	her	

H / Yer mais

Timing:

Action:

Send notion



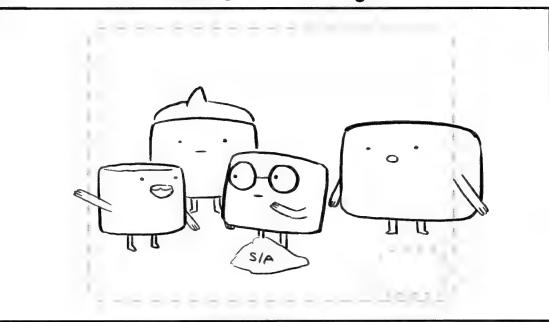
day night

5

EPISODE #

75 Pnl. A Bg.

Pnl. B Sc. 75



Bg.

Dialog: G/ No you guys, he's better dan us M. KIDS/ hol?

GI he just pulled one over on the princess. To her face!

**Action:** 

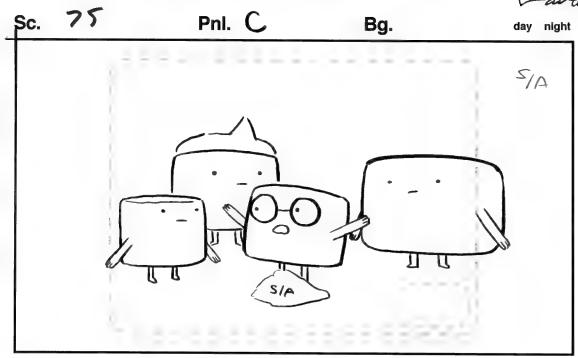
Timing:

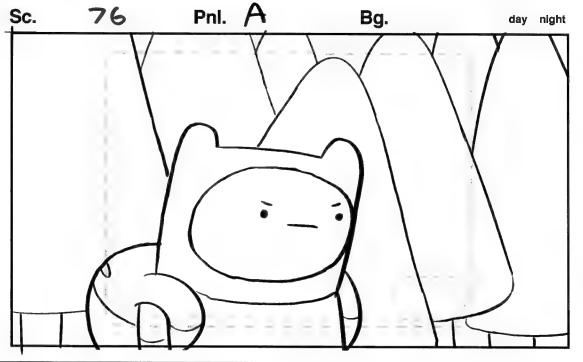


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225

EPISODE #





Dialog: 5/ But he's a dope!

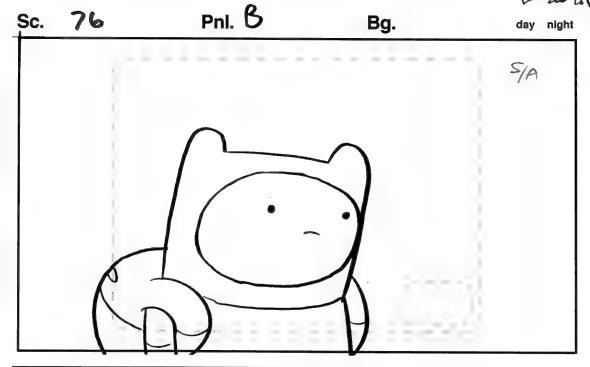
6/(os) Nah. dontcha get it? He's just been pretending to be a dope ...

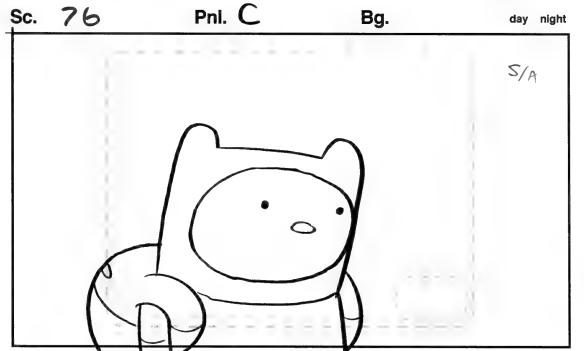
Action:

Timing:



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Dialog:						- •	A 1	
	61but	9 6 c b	gonu	he's	3	grifter	1144	05:

F / what? no I'm not .



Action:

Timing:

Production:

25

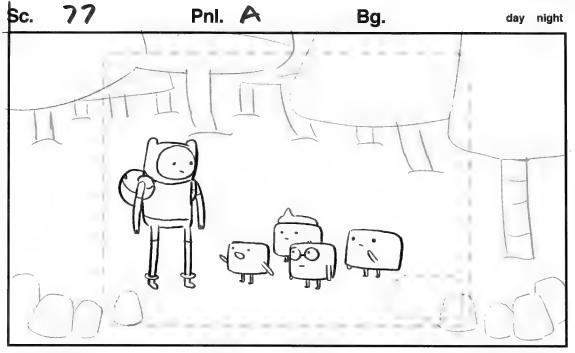
EPISODE #

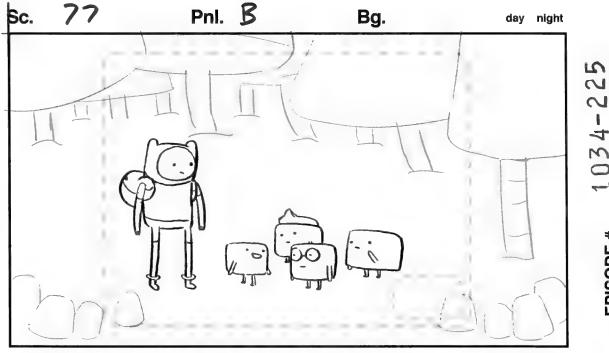


2

034-

EPISODE #





Dialog:	- 1						1						
	6/	see:	look	<b>a</b> t	him	right	100 ! H	es a	11	"who	me	? .	,

G/ we can learn a lot from him

Action:

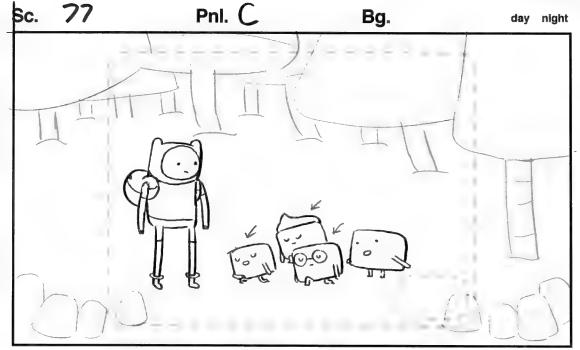
Timing:

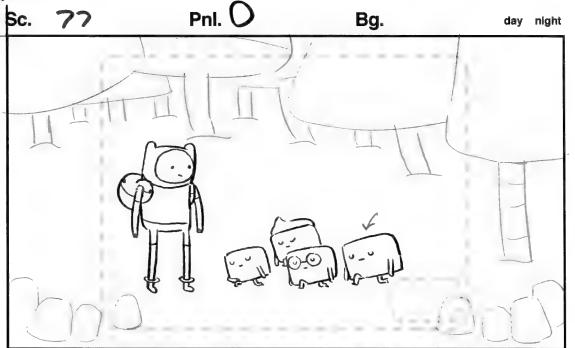


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225

EPISODE #



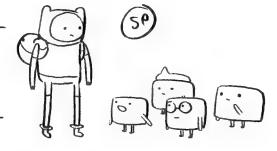


Dialog: 6/ teach us everything you know, finn

Action: (they Kneel)

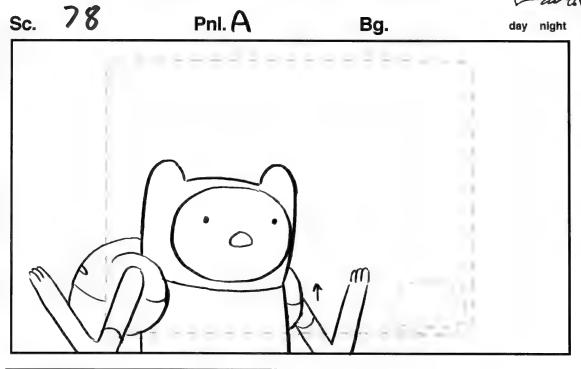
(Hugs realizes they're kneeling and quickly kneels too)

Timing:





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Sc. Pnl. Bg. day night

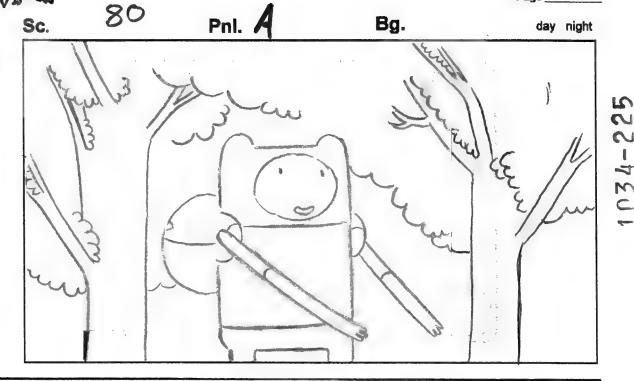
blalog: F/I guess that works.		
Action:	- F. SHRUGS,	
Timing:		

225



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Sc. 70 Pnl. A Bg. day night



Dialog: F: We have to keep warm in the woods. So we're going to build a fire,

F: so you take a minimum of two sticks. Which you might find near a tree.

Timing:

Action:

Production:

EPISODE #



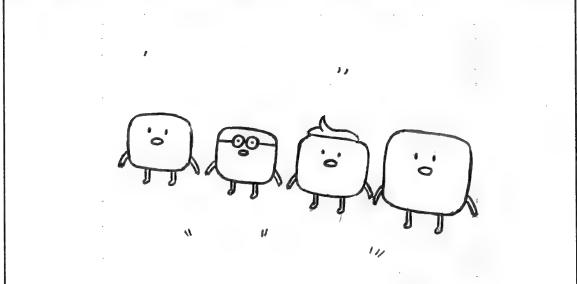
Pnl. B Sc. 80 Bg. SIA

81

Pnl. 4

Bg.

day night



Dialog:

F: You rub them together, SEE?

Action: -F. Rubbing hands

Timing:

MKs: Huh?.. We don't know what you mean.

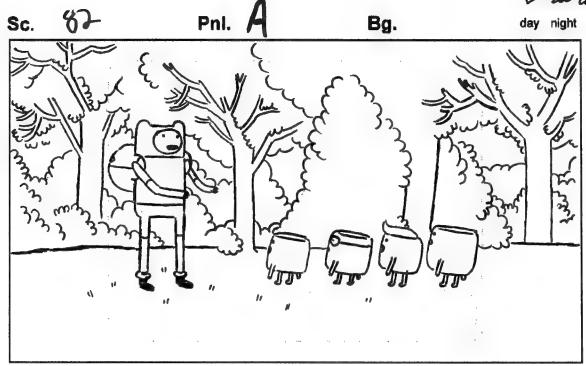
EPISODE #

N

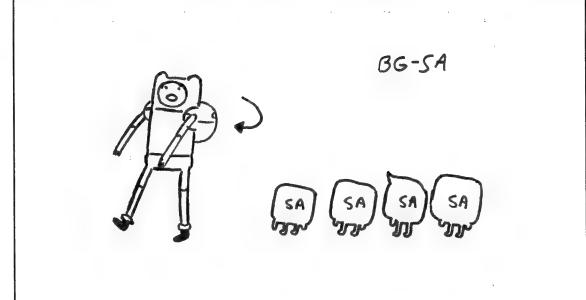


5 CU S

EPISODE#



Pnl. B 82 Bg. day night BG-SA



Dialog:

Umm?..

Ahh, okay? You need to "SCAM" a couple of sticks.

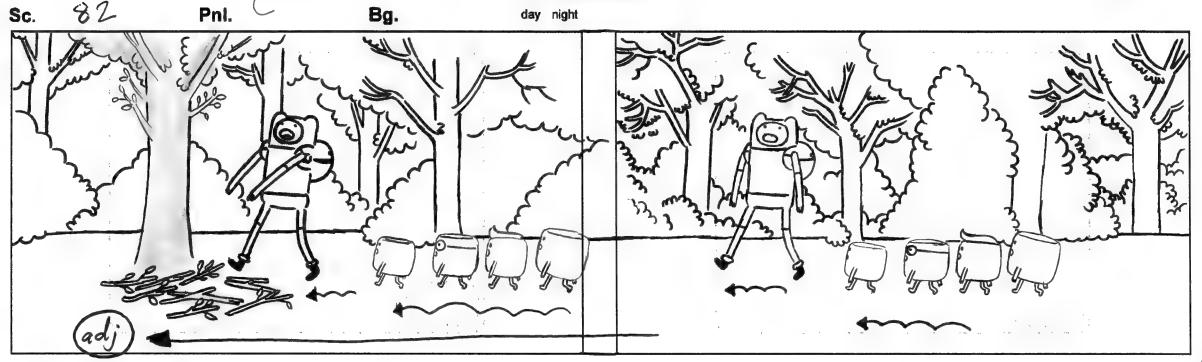
Action:

· FINN CONSIDERS FOR A BEAT.

Timing:



Page\_) 5 \



START

Dialog: F: You can usually spot your AVERAGE dimwitted sticks around these tree dummies.

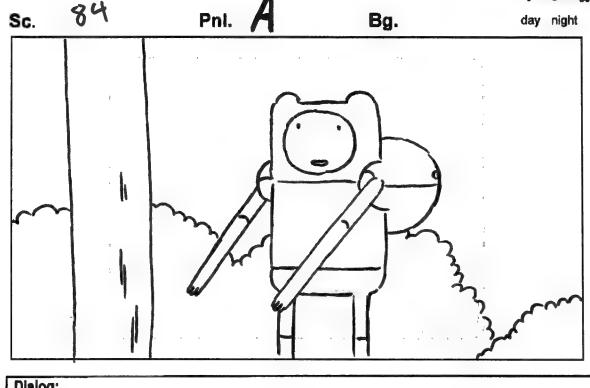
Action:

-F. WALKS OVER TO BRANCHES.
-PAN W/ FINN.

Timing:



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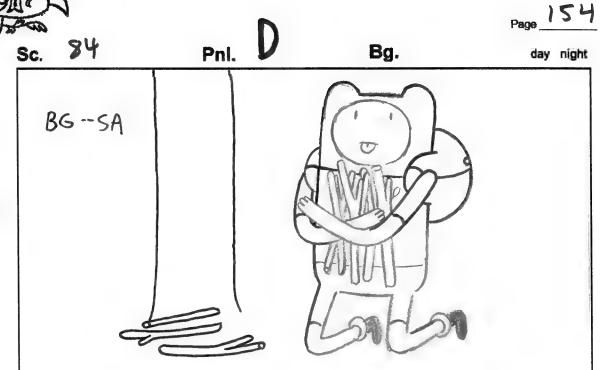
Sc. Pnl. Bg. day night

File and a vertice of

# **ADVENTURE TIME** Pnl. B Pnl. Bg. N START Dialog: Action: -F. KNEELS -ADJ. W/ ACTION. Timing:



Sc. 84 Pnl. Bg. day night



Dialog:

f: You trick em into a bundle like so...

Action:

- F. GATHERS UP STICKS.

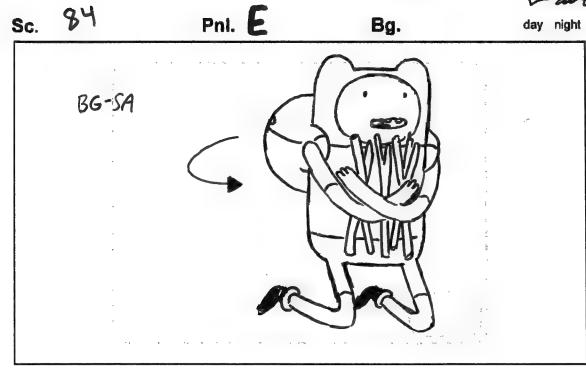
Timing:

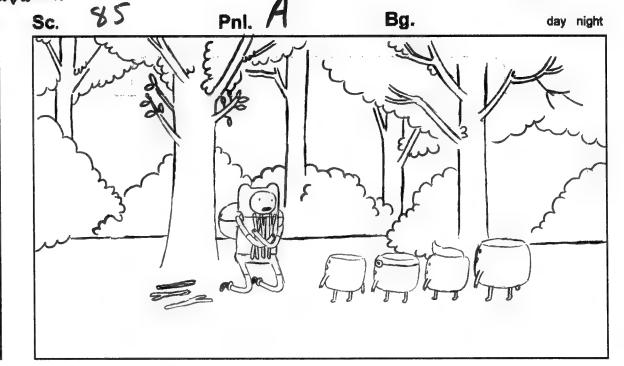
Production

EPISODE #



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Dialog:	F: EH?
Action: -F	TURNS.
Timing:	



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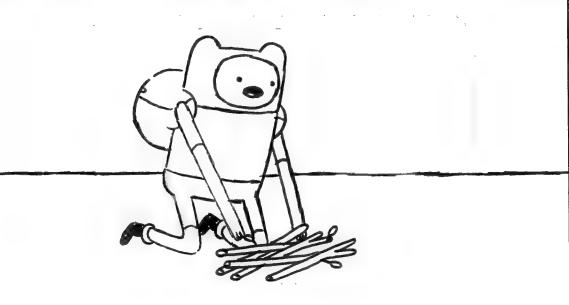
Sc. 85 Pnl. B Bg. day night

ay night Sc. 86

Pnl. A

Bg.

day night



Dialog:

F: from the bunch ...

Action:

- F. PUTS DOWN PILE,

Timing:

Production:

EPISODE#



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Sc. 86

Pnl. B

Bg.

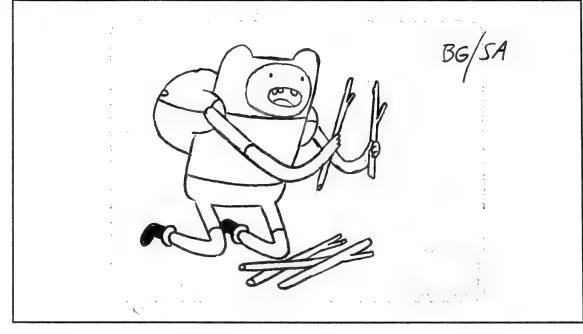
day night

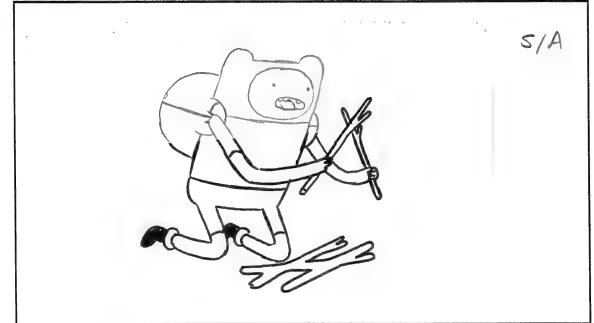
Sc. 86

Pnl. C

Bg.

day night

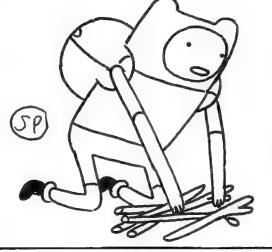




Dialog: F: You grab two ... MARKS...

Action:

Timing:



F: And defraud them into rubbing together.



Production

EPISODE#



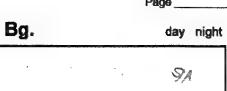
Page\_) 5 8

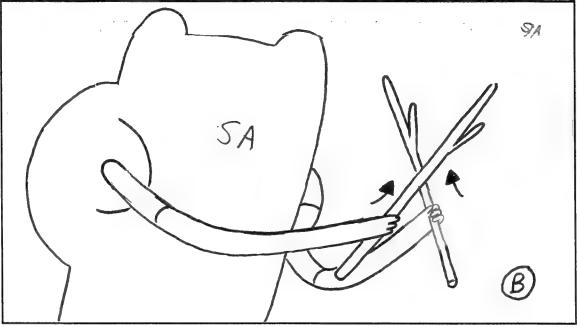
25

EPISODE#

Sc. 87 Pnl. A Bg. day night

sc. 87 Pnl. B





Dialog:

SFX: SHFF - SHFF - SHFF \*

F: They'll start heatin' Up --

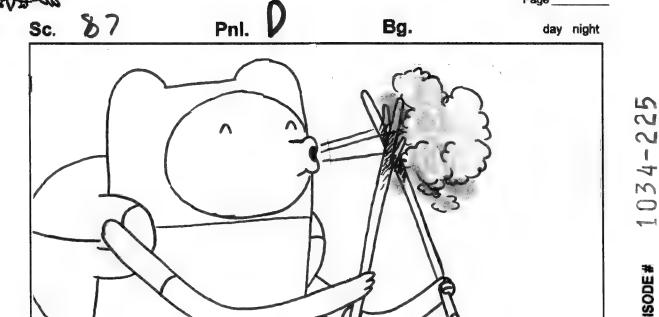
Action:

Timing:



Page 159

Sc. 87 Pnl. C Bg. day night



Dialog: F: and start to smoke

Q

F: You flimflam your breath onto the sticks... [ EXHALE]

Action:

-STICKS START SMOKING.

Timing:



Page 160

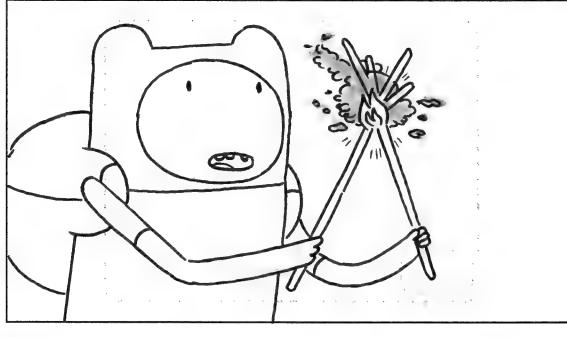
Sc. 87

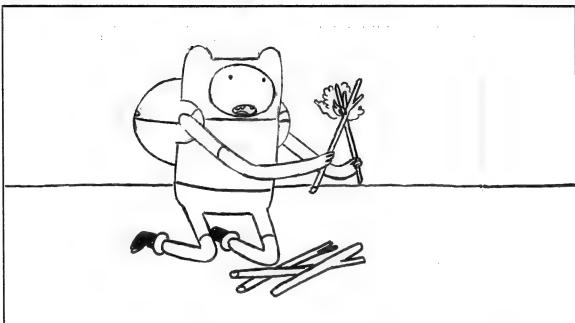
Pnl. E

Bg.

88

Pnl. A





Dialog:

F: then you'll start to see a f: You bamboozle these flaming small flame.

Action:

Timing:

Production:

EPISODE#



Page 161

Sc. 88

Pnl. B

Bg.

day night

Sc. 88

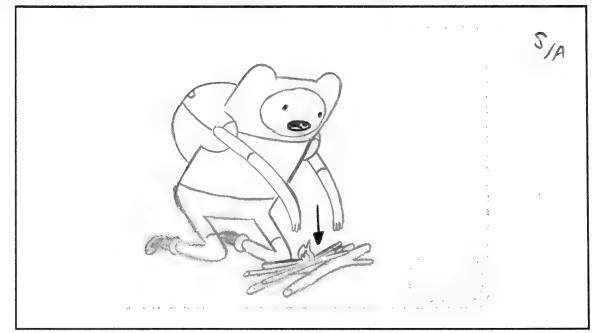
Pnl. C

Bg.

day night

5

EPISODE#



Dialog: f: onto the other marks

Action:

· F. Drops Smaking sticks

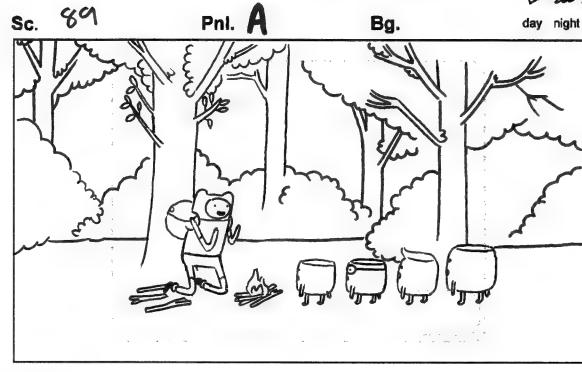
Timing:



F: And all of them will moronically catch on fire.



Page 162



Sc. 89 Pnl. B Bg. day night

- C - CTO-ID 5 - (10	
F. STANIS UP.	
	· F. STANDS UP.



Pnl. A Sc. 90

Bg. day night

90

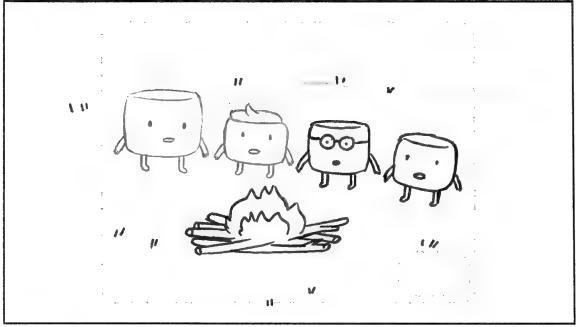
Pnl. B

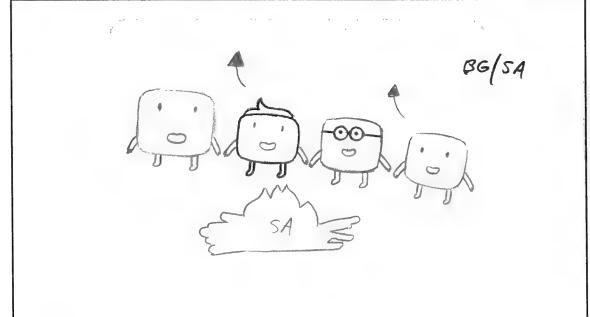
Bg.

day night

25 2

0





Dialog:

MKs:

WHOOOA

Action:

- M. KIDS WATCH FIRE.

Timing:



Page\_164

Pnl. A 91 Sc.

Bg.

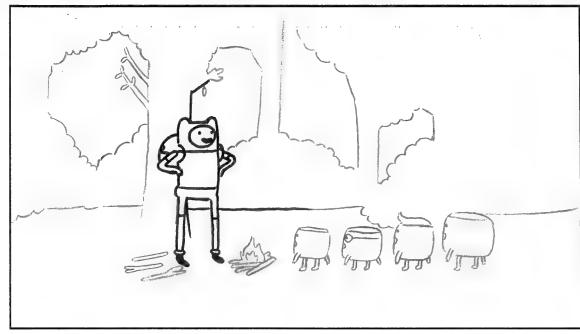
day night

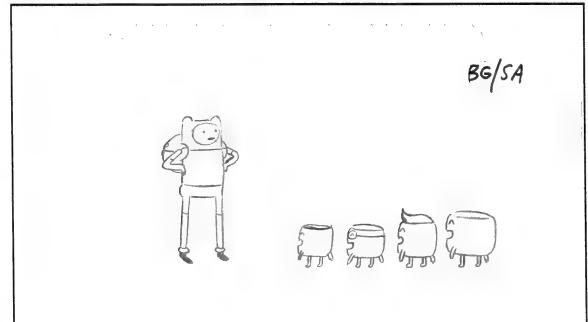
91

Pnl. B

Bg.

day night





Dialog:

These sticks are stone cold dopes.

MKS: [LAUGHS]

Action:

Finn confused.

Timing:

Production:

EPISODE#



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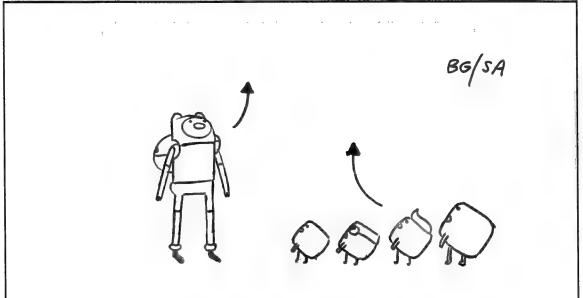
Sc. 91

Pnl. D

Bg.

day night

S



Dialog: F: [LAUGHS]

SFX: \* THOOM! \*

Action:

\_ finn laughs along.

- Sounds of storm - They all look up.

Timing:

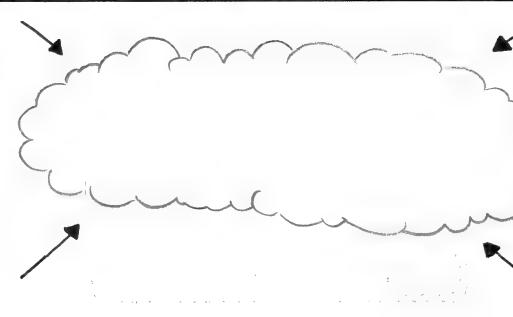


Sc. 92 Bg.

Pnl. B

Bg.

day night



Dialog:			
Action:	- Clouds	GATHER	
Timing			79
Timing:			



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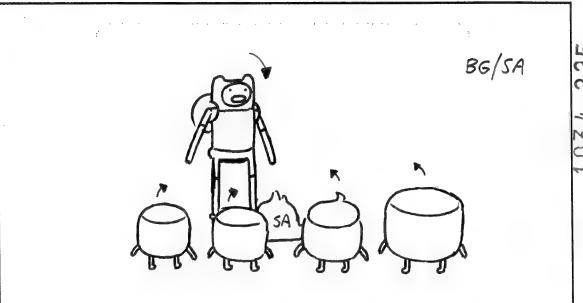
Sc. 93 Pnl. A Bg. day night

Sc. 93

Pnl. B

Bg.

day night



alog:
HOG.

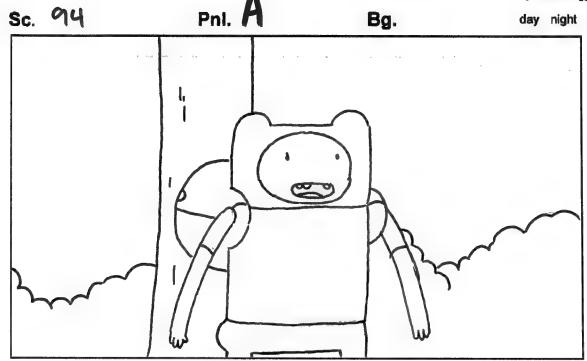
F: Looks like the clouds are gonna drop a dime on us.

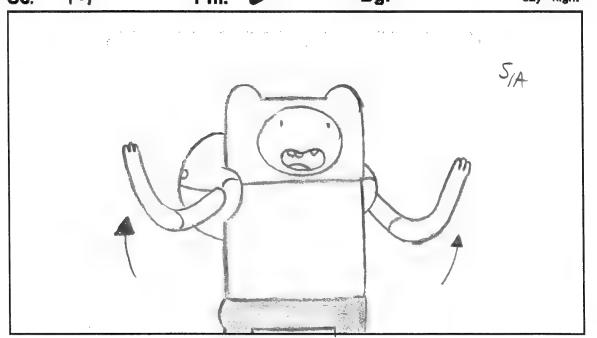
Action:

Timing:



Bg. Page 168





1	DI	a	O	g	
1	וע	ä	10	y	i

F: So I'll show your guys how to build a shelter.

Action:

Timing:

Production:

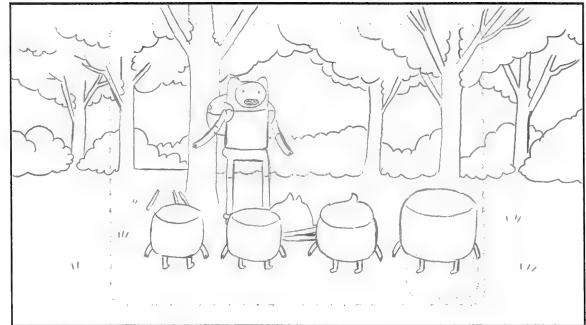
EPISODE#



25

Sc. 95 Pnl. A Bg.

Pnl. A 96 Bg.



	Dialog:	
1		

MKs:

Build? ..

Uhh ... YEAH ...

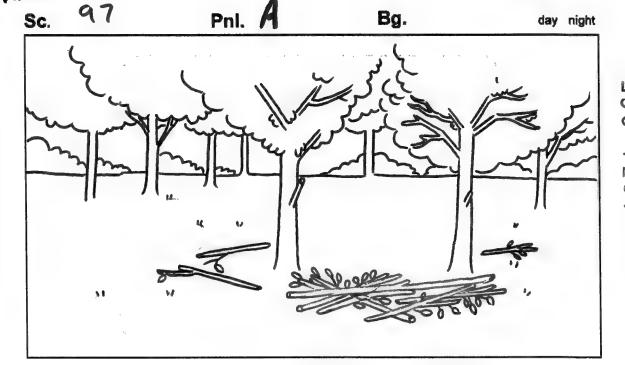
Action:

Timing:



Page 170

Sc. 96 Pnl. B Bg. day night



Dialog: f: You can always defraud

nature in bein' a shelter.

Action:

-find Runs OFF/S
-M.KIDS TRACK FINN.

Timing:



Sc. 97 Pnl. B Bg. day night

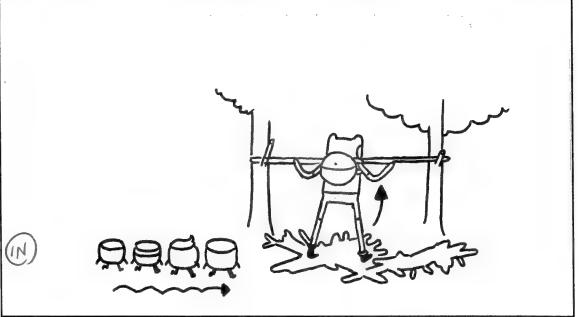
Sc. 97

Pnl. C

Bg.

day nigi

5



Dialog: F: You find a couple more branch rubes --

F: You mislead the longest branch to lay horizontal between two blockheaded trees.

Action:

F. RUNS ON/S, GRABS LONG BRANCH!

-M. KIDS WALK ON/S.

Timing:



Page 172

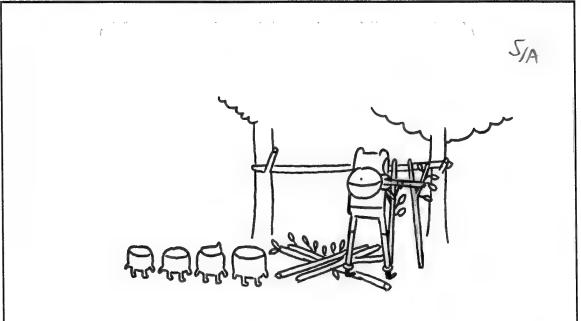
Sc. 97 Pnl. D Bg. day night

day night Sc. 97

Pnl.E

Bg.

day night



n	lal	og	
_		wy	۱

f: Then you double-cross some leafy boughs into leanin' against each other!

Action:

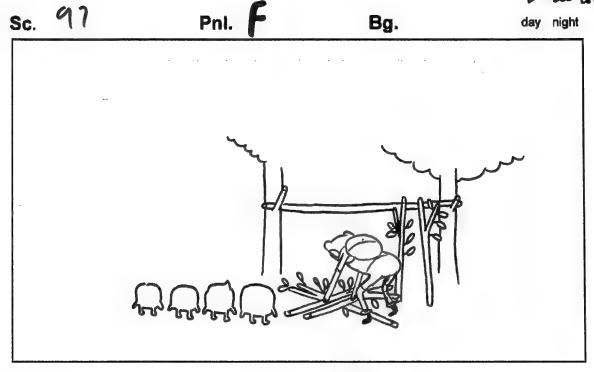
- F. PICKS UP BOUGHT.

Timing:

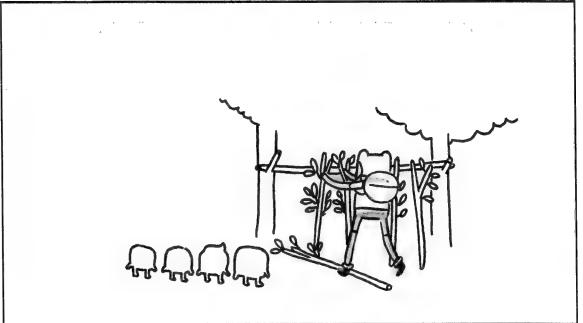
Production:

EPISODE #





Bg. day night



Dialog:	
Action:	
Timing:	

EPISODE#

25



Page 174

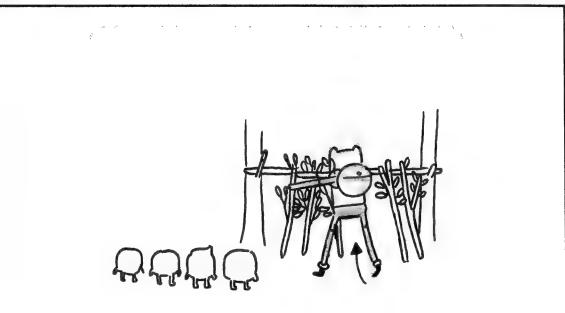
Sc. 97 Pnl. H Bg. day night

night Sc. 97

Pnl.

Bg.

day nigh



Dialog:	
Action:	
Timing:	~

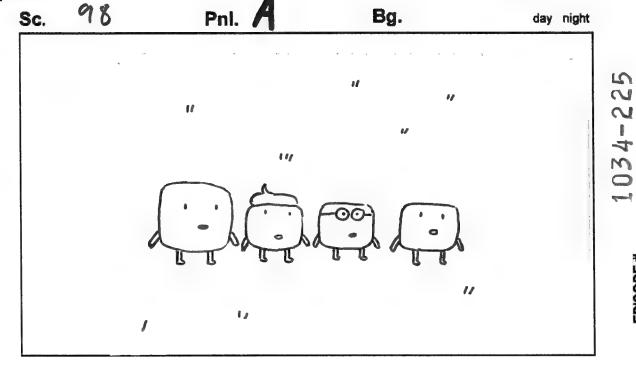
2. 2011 This material is the Proparty of The Cartoon Homorit, Inc. 11 is unpublished and must not be taken from the studie,

Color

25



Pnl. **J** Sc. 97 Bg.

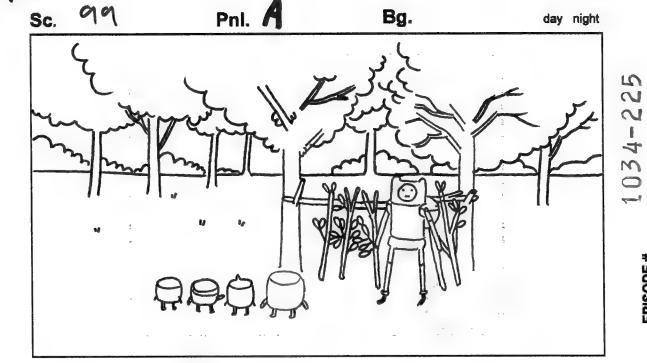


Dialog:	F:	BAM-	You	gota	ROOF!
Action:					
Timing:					



Page 176

Sc. 98 Pnl. B Bg. day night



Dialog:	SUNSHINE: Hey-Hey!	SUNSHINE:	branches comin'	never	seen
Action:				Ô	PAF

Timing:



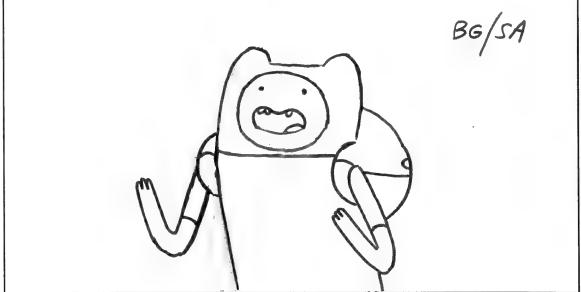
Page\_\_177

Sc. 100 Pnl. A Bg. 100

Pnl. B

Bg.

day night



Dialog:

WHAT RUBES!

F: Yeah, yeah... you like how I did that?

Action:

Timing:

Production:

EPISODE#



Page 178

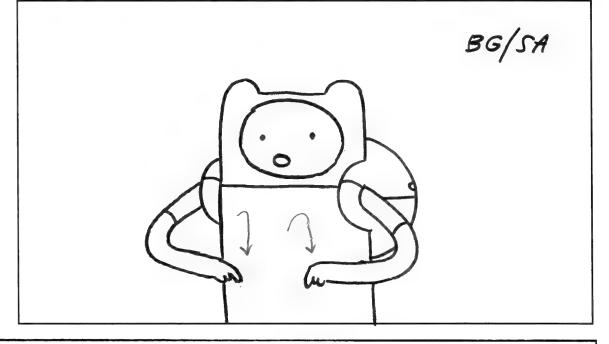
Sc. 100 Pnl. C Bg. day night

day night Sc. 100

Pnl.

Bg.

day night



Dialog: F: You gotta be receal conniving.

F: Real low downnn...

Action:

Timing:

Production:

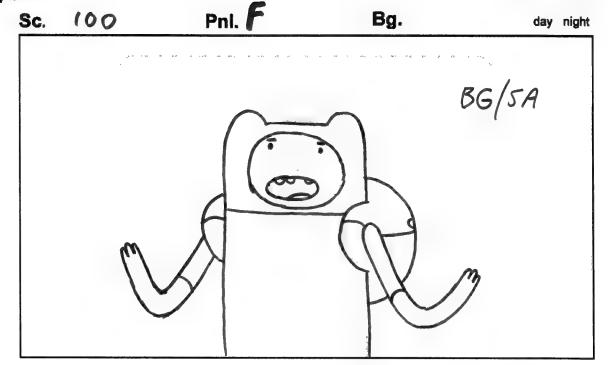
03

EPISODE#



Page 179

Sc. 100 Pnl. E Bg. day night



Dialog: f: stick with me boys --

F: I'll teach you all the forest hustles...

	_	_
4-4	-	
Act	Ю	E.

Timing:



180

day night

Pnl. A Sc. 101 Bg. day night BG/SA next

Pnl. B Sc. 101

Bg.

Dialog: F: When you get hungry. You F: and WHAM! you hoax sneak up to a booodsh... the berries.

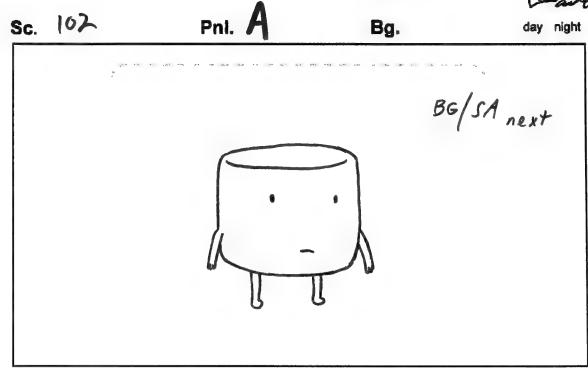
Action:

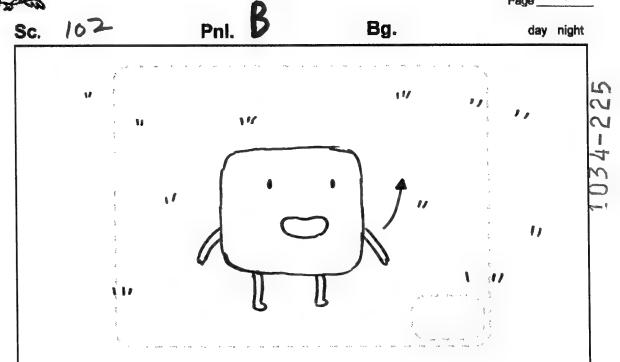
FINN SNEAK UP - HUGO WATCHES TO BUSH.

Timing:

Production:







n' .
•

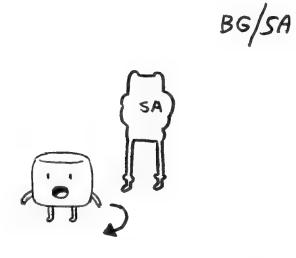


Page 182

day night

Sc. 103 Pnl. A Bg. day night

c. 103 Pnl. B Bg.



Dialog:

HUGO: Hey!, these bushes are some easy marks, fellas!

Action:

- HUGO TURNS.

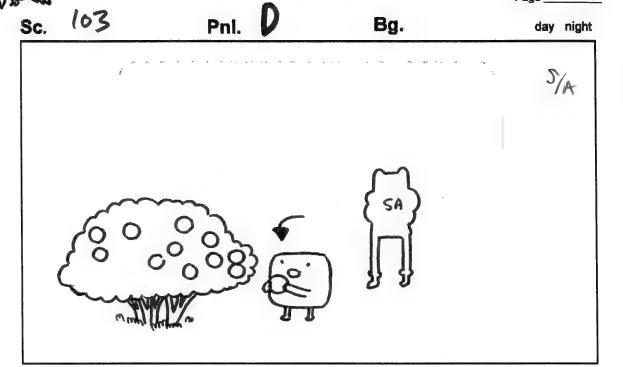
Timing:

Production:



Page 183

Sc. 163 Pnl. C Bg. day night



Dialog:				HUGO,	almost em'	feel	sorry
Action:	- HU60	picks	berries.			-	
Timing:							

EPISODE#



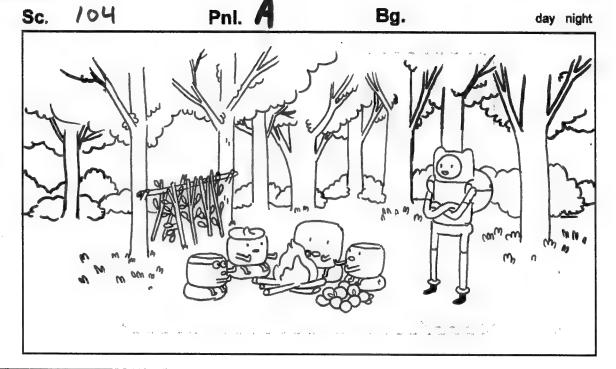
Page 184

Sc. Pni. Bg. day night

transition

to

later.



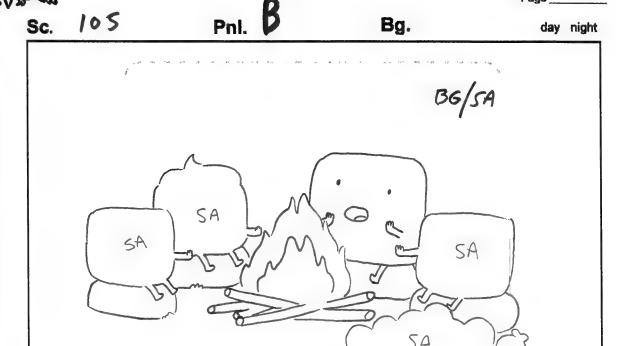
Dialog:	
Action:	- M. KIDS WARM THEMSELVES BY THE FIRE,
	THE PROPERTY OF THE PROPERTY O
Timing:	

1034-221

EPISODE#



Pnl. A 105 Bg.



DIGIUS.	DI	alog:	
---------	----	-------	--

sunshine:

Goodthing we scammed a fire.

Yeah. This open air would've hoodwinked our body temperature.

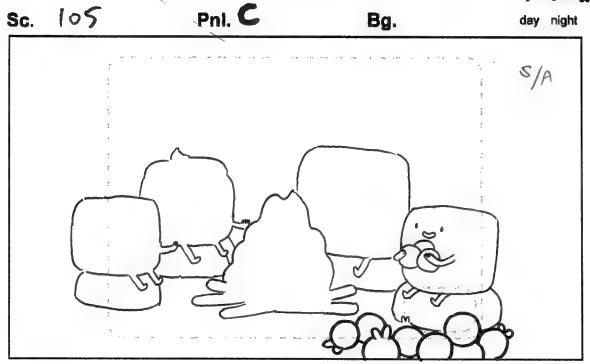
Action:

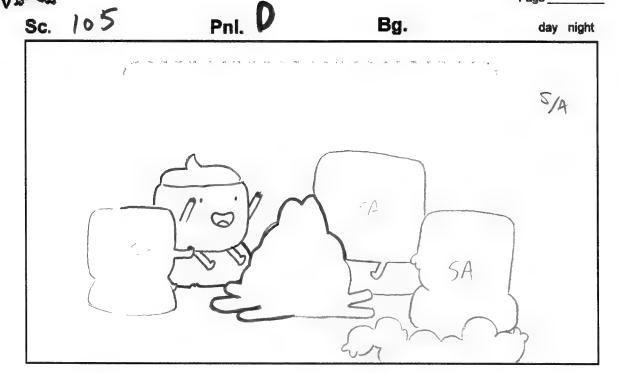
Timing:

Production:



Page 186





Dialog:	Gary: MAN, It was way too easy to entrap these delicious berries.
Action:	SP / ST

Johnny: TOSS me some of DOSE SWEET BLOOBIES, GARY.

Timing:

Production:



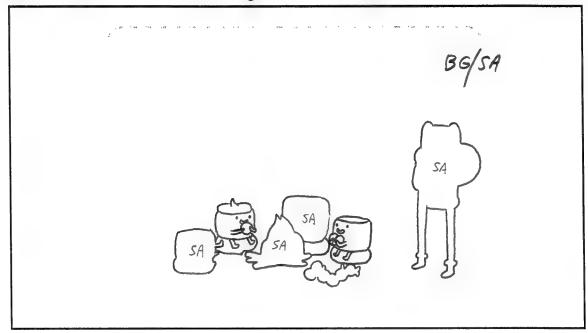
Page 187

225

EPISODE#

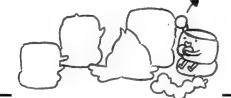
Sc. 106 Pnl. A Bg. day night

Sc. 106 Pnl. B Bg. day night



Dialog:

6: HUP.



M. KIDS: [GOOD-NATURED LAUGHING]
- EY GOOD CATCH
- HA HA HA

Action:

-G. THROWS BERRY TO JOHNNY,

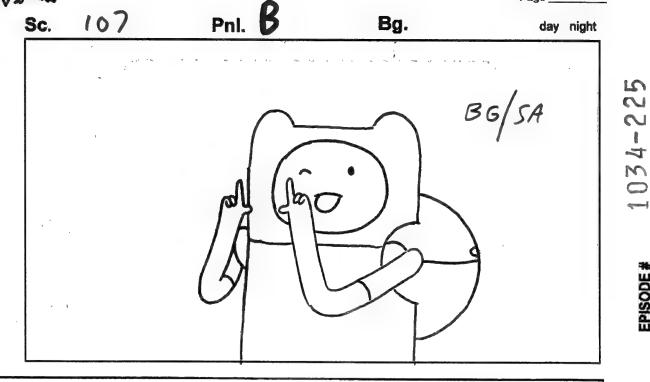


Timing:



Page\_/ 88

Pnl. A Sc. 107 Bg.



Dialog:

F: Wish I had

Action:

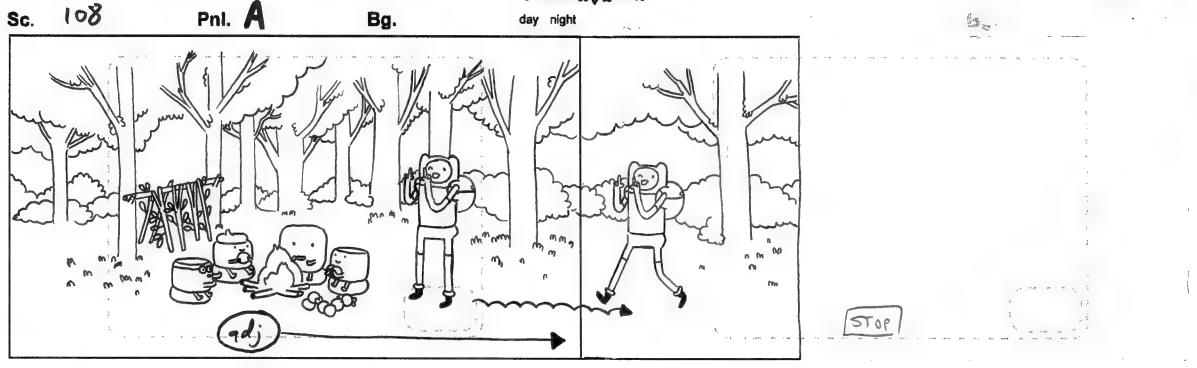
- F. HOLDS UP FINGERS TO "FRAME" SHOT!

Timing:

Production:



5



Dialog:

I'll just

to remember

it good ...

Action:

- F. BACKS UP.

-PAN W/ FINNI

Timing:



Sc. 109 Pnl. A Bg. day night Sc. 110 Pnl. A Bg. day night

Dialog: f: A little further... F: Perfect.

Action:

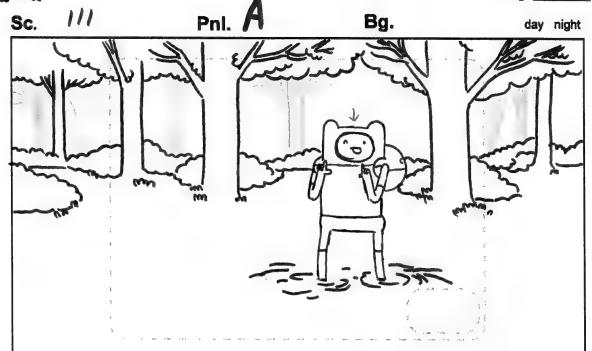
Timing:

1034-2



Page /91

Sc. 110 Pnl. B Bg. day night



Dia	log:
	-

Action:

- finn slowly sinks.

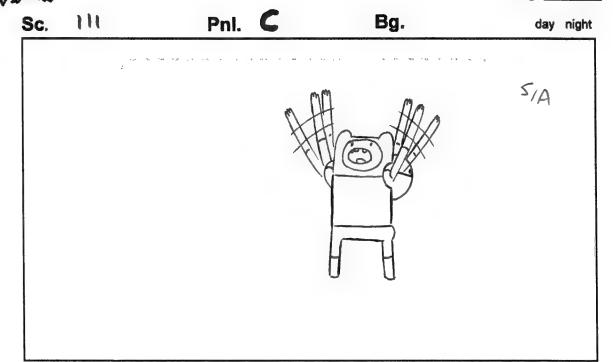
- FINN CONTINUES SINKING,

Timing:



Page 192

Sc. III Pnl. B Bg. day night



Dialog:		•	i ,	<u>F</u> :	Omg 1	Caramel	Quick sand!	
Action:	-FINN	Laoks	DOW N.					
Timing:								

Orodination

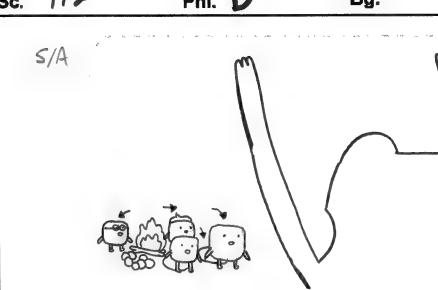


Pnl. A Sc. 112 Bg.

112 day night

Pnl. B

Bg.



EPISODE#

15

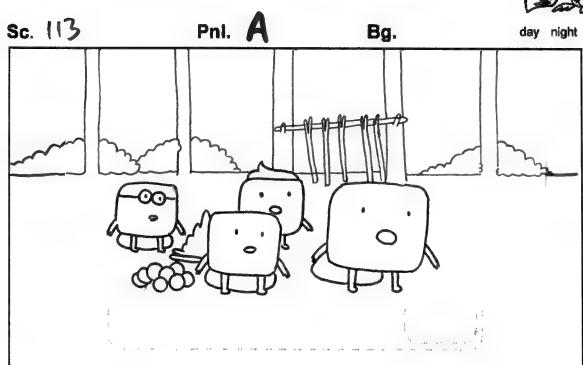
Dialog: F: MALLOW Kids help! I'm sinking!

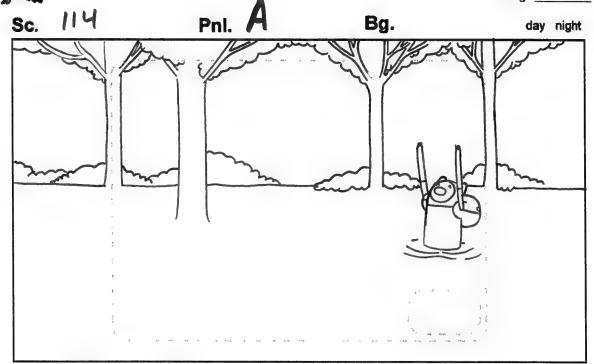
Action:

-MKs are surprised.

Timing:







Dialog:	GARY.	Say	what	kinda	scam
		. /	is this	. ?	

F: AAH!

	ion
Act	IUIL

· F. FLAILS ARMS.

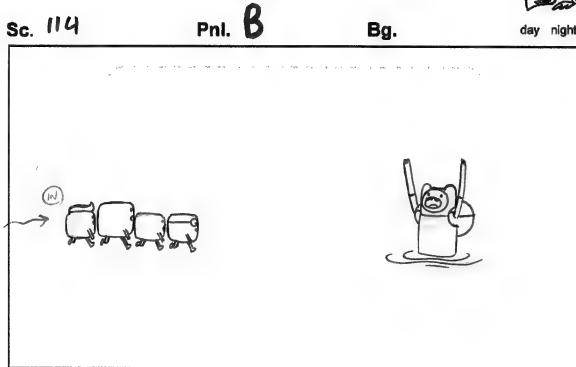


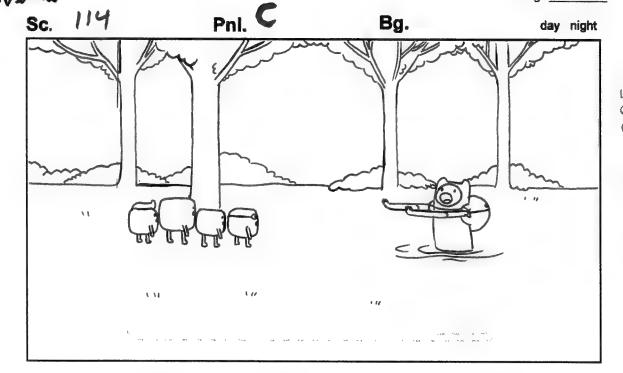
Timing:

duction .



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Dlalog: F: It's no scam! I'm
really sinking!

F: Stop right there! Don't move any closer-IT AIN'T SAFE!

Action:

-M. KIDS WALK ON/S.

Timing:

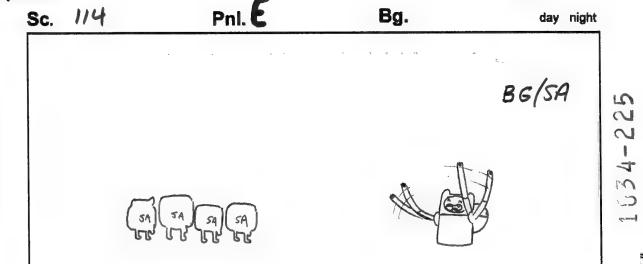
Production:



Page 196

Sc. 114 Pnl. D Bg. day night

BG/SA



Dialog:	SUNSHINE		Oh	wait.	Do	400	want	F:	Omg Omg Anh-ah	Im	sinking!	
		US	to	scam	+	he	quicksand.		Aah-ah	Im	acina to sink	. !
		7	H15	MUST	BE	A	TEST!					

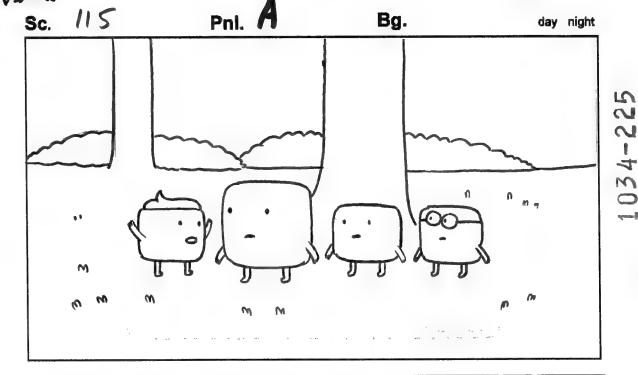
Action:

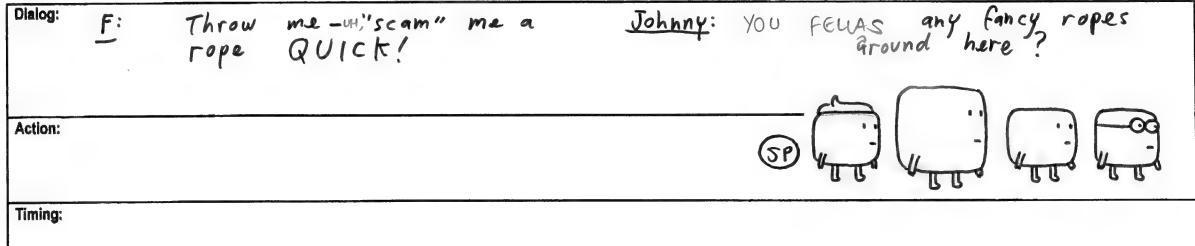
Timing:

Production:



Sc. 114 Pnl. F Bg. BG/SA





EPISODE #



5

N

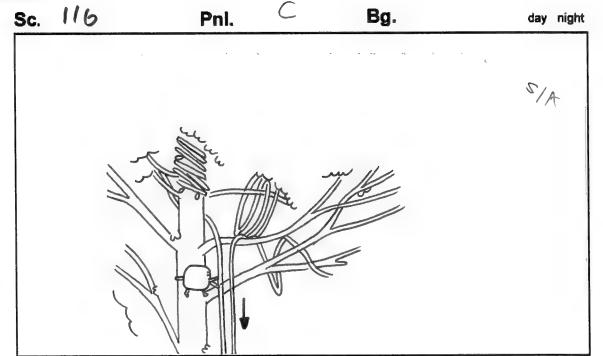
EPISODE#

Sc. 117 Sc. /15 Bg. Pnl. A Pnl. Bg. SIA Dialog: what's that? Action: -G. CLIMBS TREE. - G. LOOKS UP. Timing:



199 Page

Sc. 116 Pnl. Bg. day night



Dialog:

G: Hey, you vine!

Action:

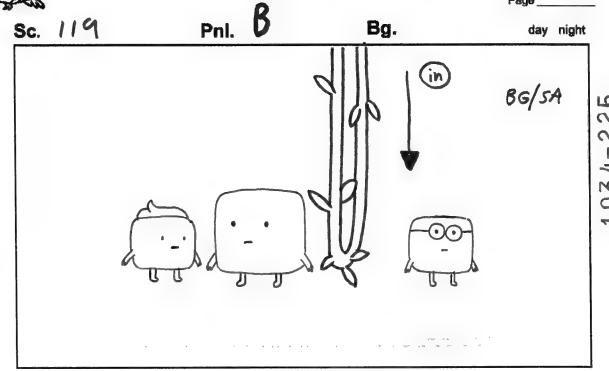
- Gary pulls down vine.

Timing:

And the second



Sc. 119
Pnl. A
Bg. day night



Dialog:

G: (0/s) Whoops

Action:

- VINE DROPS ON/S,

Timing:

Production:



Sc. 11<sup>e</sup> Pnl. C Bg. day night Sc. 120 Pnl. A Bg. day night Bg/SA

Dialog:

G: Ey, I barely touched him.

Action:

-M. KIDS LOOK UP.

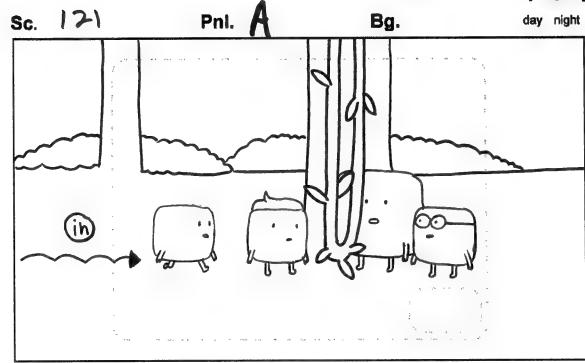
-G. SLIDES DOWN TREE,

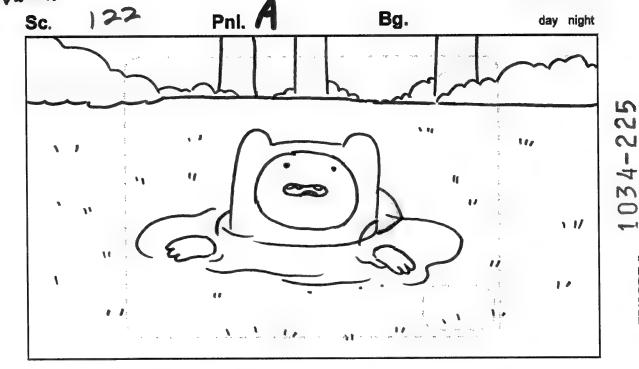
Timing:

Production:



Page 201 A





Dialog: Hugo: Heck, I know I'd rather be a rope than a boring old vine...

GARY: YEAH, YOU WANT TO BE

A DUMB PLANT YOUR
WHOLE LIFE?

Action:

-GARY WALKS ans.

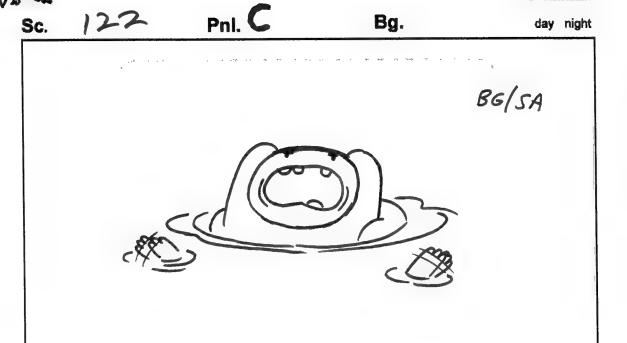
Timing:



Page 262

Sc. 122 Pnl. B Bg. day night

86/SA



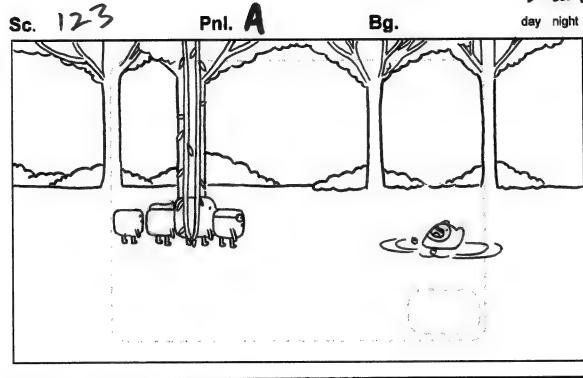
Dialog:	JUST THROW VINE!	ME THE	<u>F</u> :	I'n	sinking	DAG NABIT!!
Action:						
Timing:						

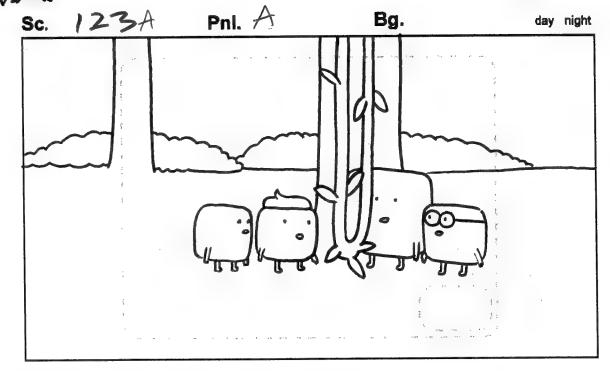
10211

EPISODE#



263





lalog:	SUNSHINE:	Be	patient, on the	We	got thi
		שיץ	on the	hook,	6055!

Hugo: How are we going to scam this vine into being thrown over to Finn?

Timing:

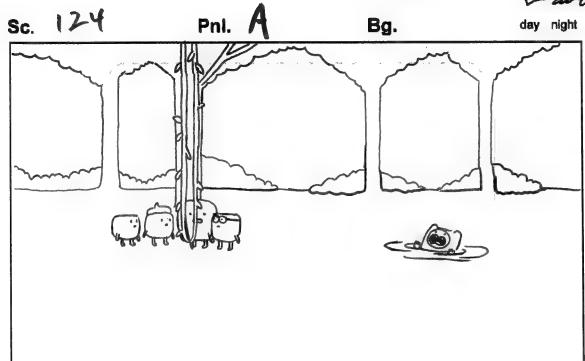
Action:

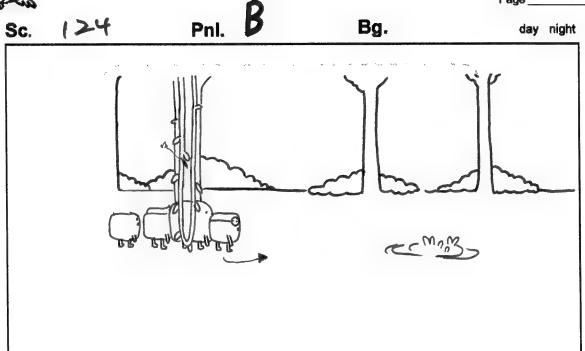
Production:

5



day night





Dialog:	f:	Just	yank	it	down!
		_	•		

SFX: \* BUBBLING \*

Action:

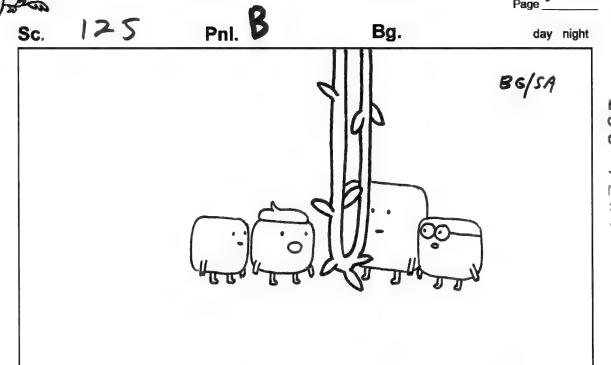
- Finn's head goes completely

Timing:

Production:



Sc. 125 Pnl. A Bg. day night



	_	_	_
DI	al	og	

Yank it down? What does that mean?

Johnny:

Hey fellas, you know what always works.

Action:

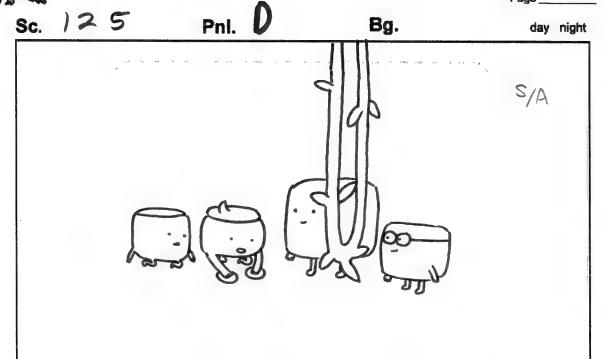
Timing:

Production:



Page 206

Sc. 125 Pnl. C Bg. day night



Dialog:		Johnny:	lea, pea	where's	da	pea?
Action: - J. PULLS OUT SHELLS	(SP)					
Timing:					35	

1034-225

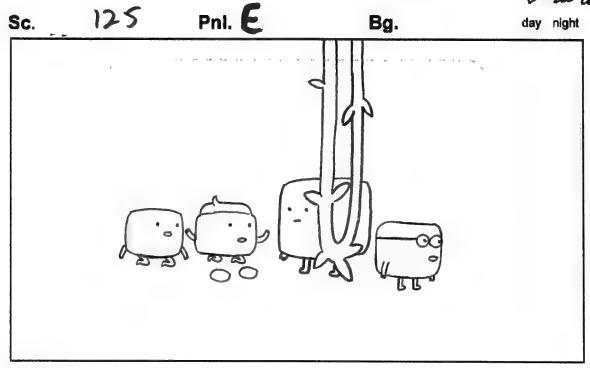
EDICOUE

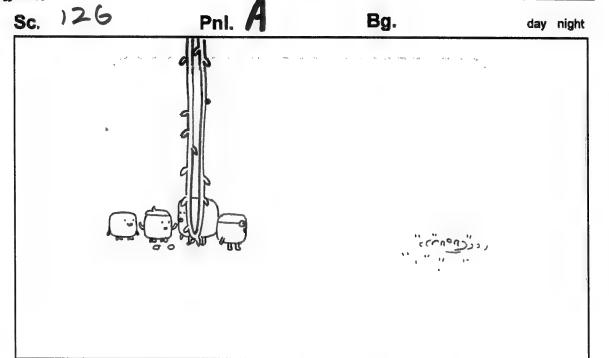


207

5

EPISODE#





Dialog:	GARY:	Gee	

Sunshine: I don't like the looks of this.

SFX: \* BUBBLING\*

Timing:

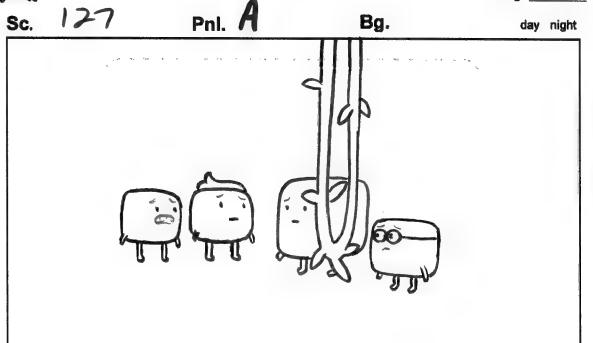
Action:



20%

25

Sc. 126 Pnl. B Bg. day night



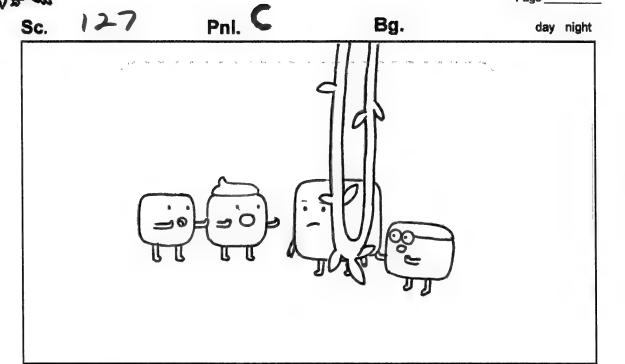
Dialog:	Gary:	The	5 C 9 m	we	know	ISNT
			rking-			

Action:

Timing:



Pnl. B Sc. 127 Bg.



Dialog:	Hugo:	We OLD	have	to	90
		010	SCH	1006!	

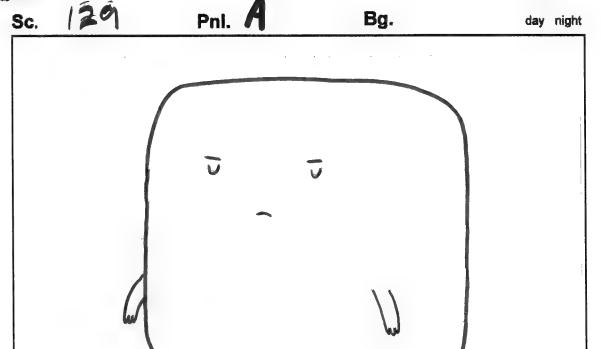
MKs:

Action: Timing:



Page 210

Sc. 128 Pnl. D Bg. day night



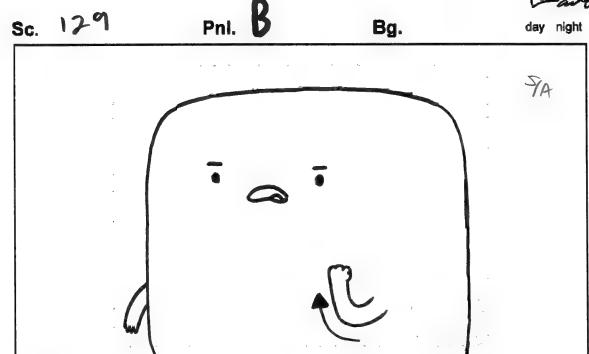
lalog:	GARY:	We	promised	dVI	se lues
		never	to go	OLD	School
		unless	things	20+	serious

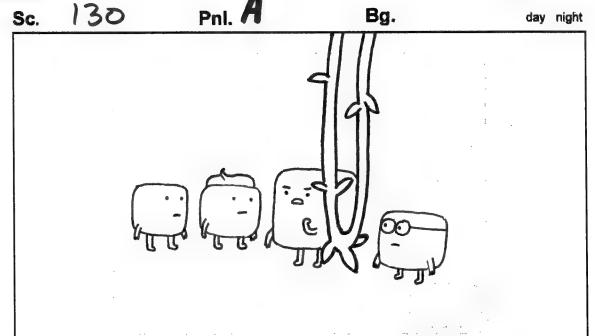
Action:

Timing:



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Dialog:	Hugo: Thing	s have	gotter
	V	serious.	

Action:

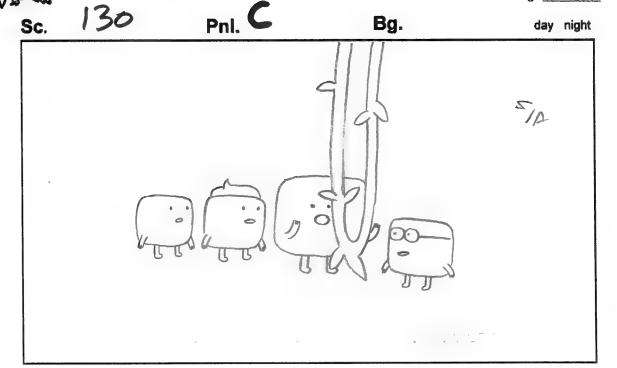
Timing:

Production:



212

Sc. 130 Pnl. B Bg. day night



Dialog:	Sunshine:	That	aiht	Finns	way!

Hugo:

But there's no other choice.

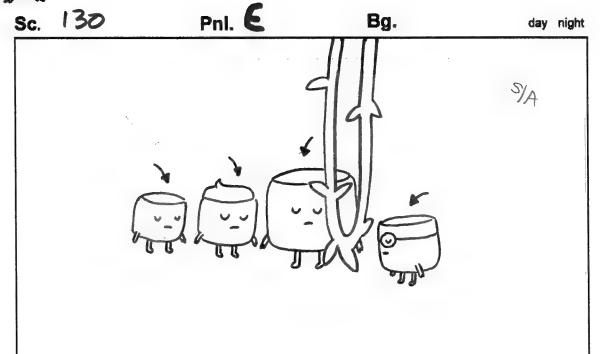
Action:

Timing:

Production:



Pnl. D Sc. 130 Bg. day night SIA



Dialog:

Action:

-M. KIDS LOOK AT EACH OTHER.

-M KIDS Nods Silently.

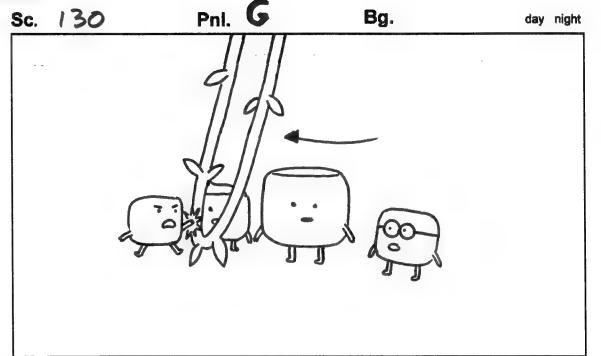
Timing:

Production:



214 Page

Sc. 130 Pnl. Bg. day night



Dialog:	Sunshine:		e this and wich a = 5,L		5	Gary:	How tast.		my	slap	sandwich
Action:	- SUNSHINE	SLAPS	VINE.				-GARY	SLAPS	VINC.		

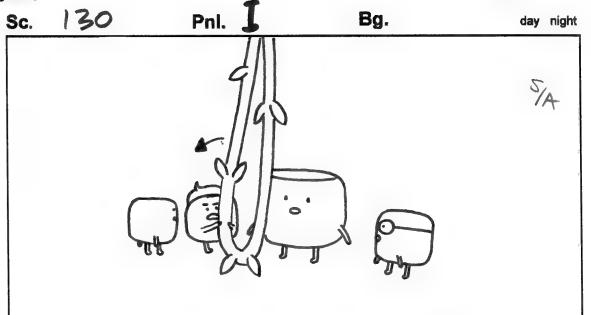
Timing:

Production:



Page 215

Sc. 130 Pnl. H Bg. day night



Dialog:	Huge:	you're a	rope from	Johnny:	You ain't got in the matter	
A -41		a 2				

Action: - Hugo GRABS vine - JOHNNY
AND SHAKES IT.

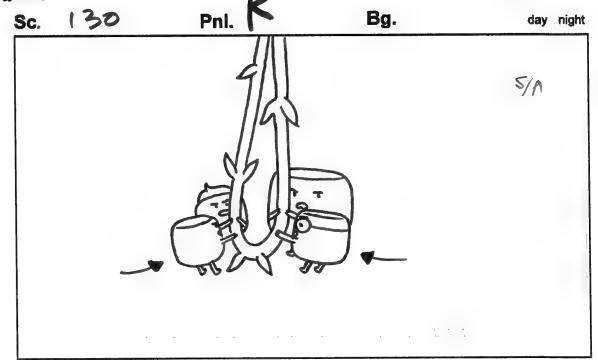
- JOHNNY ROUGHS UP VINE.

Timing:

Production:



Sc. 130 Pnl. J Bg. day night



Dialog: Hugo: you work for us now or your whole family gets it.

M. KIDS! G RRRR

Action:

-H+G SHAKE VINE -

- ALL M. KIDS SHAKE VING,

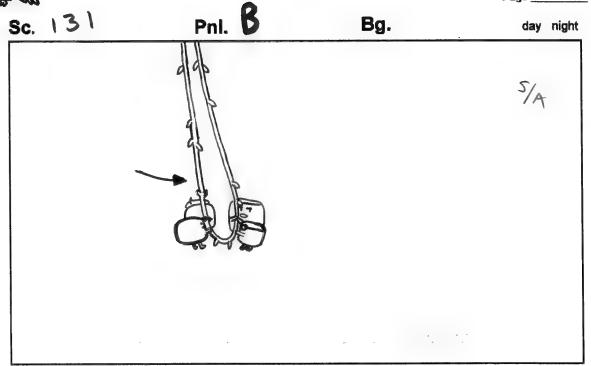
Timing:

Production:



Page \_\_\_217

Sc. 13\ Pni. A Bg. day night



	D	a	C	Ş
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MKS: [Walla / TOUCH GUY]

Action:

-M. KIDS PULL VING RIGHT.

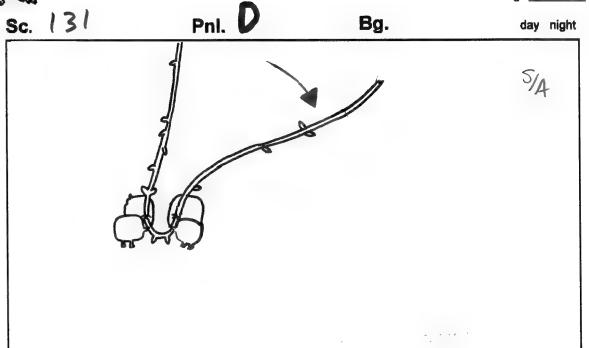
Timing:

Production:



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Sc. 131 Pnl. C Bg. day night



D	a	OŞ

SFX: X SNAP \*

Action:

-M. KIDS PULL VINE LEFT.

Timing:

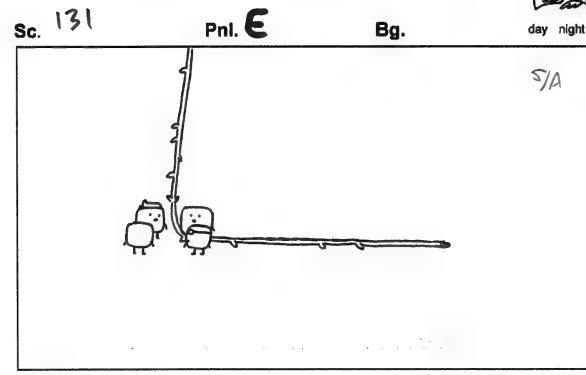
Production:



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5

EPISODE#



Sc. 13\ Pnl. F Bg. day night

Dialog: Gary: Aw Jeez... <u>Gary</u>: We killed him...

Action: - VINE FALLS OVER QUICK SAND,

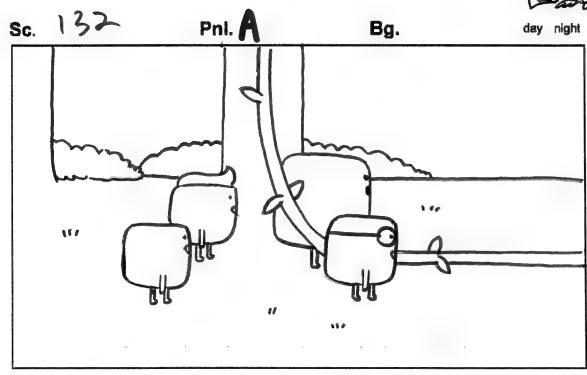
Timing:



10e 225

N

EPISODE#



Sc. 133 Pnl. A Bg. day night

Dialog: MKs: Finn's gonna be awful sore.

Action:

Timing:

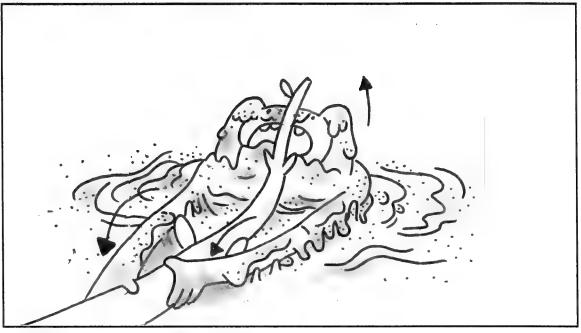


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Sc. 133 Pnl. B Bg. day night

Timing:

day night Sc. 133 Pnl.C Bg. day night



Dialog:	SFX: *	PSHH!	F:	[GASP!]	
Action:	-FINNS	HANDS BURST OUT of QUICKSANG	) ,	-FINN HAULS HIMSELF UP.	

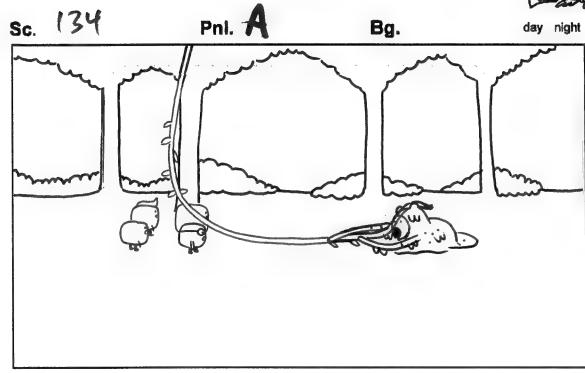
Production:



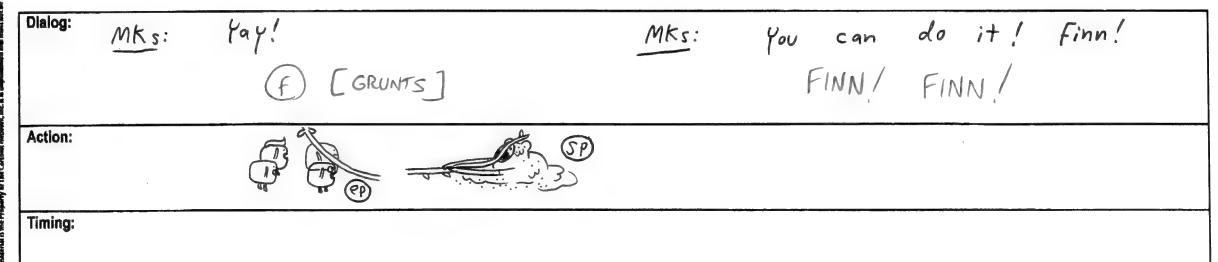
222

25

EPISODE#



Sc. 134 Pnl. B Bg. day night



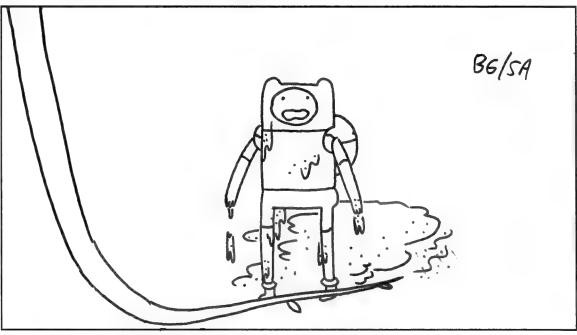


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Sc. 135 Pnl. A Bg. day night

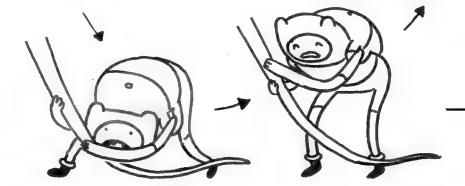
Sc. 135 Pnl. B

Bg. day night



Dialog: F: Thanks,
Marshmallow
kids

Action:



F: I Thought I was going to sink forever.

Timing:

Production:



224

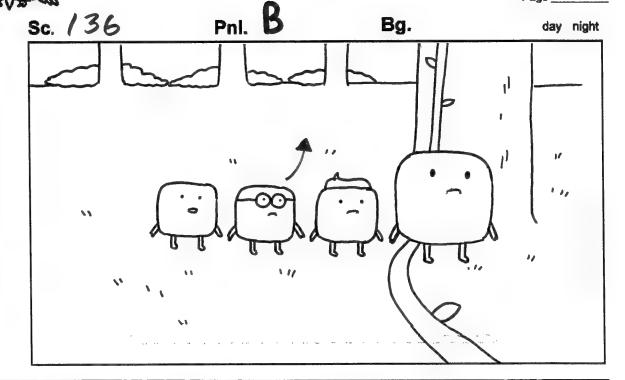
229

Sc. 136

Pnl. A

Bg. day night

BG/SA next



Dialog:	, , ,	GARY:	Mr. Finn.	we failed your test, we couldn't scam the being a rope
Action: MKIDS all (ook	king down.	111	look up.	
Timing:				

Production:

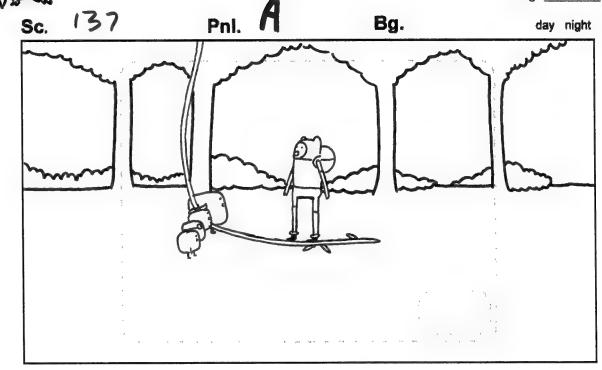


225

5

EPISODE#

Pnl. C 136 Bg. Sc. BG/SA



We had to resort to. MKs: low violence.

Action:

Timing:



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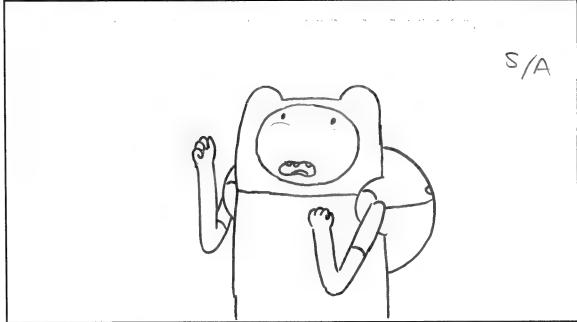
Sc. 138 Pnl. A Bg. day night

sc. 138

Pnl. B

Bg.

day night



Dialog:

F: I have something to tell you fellas.



F: you can't use scams

save somebody from quicksand



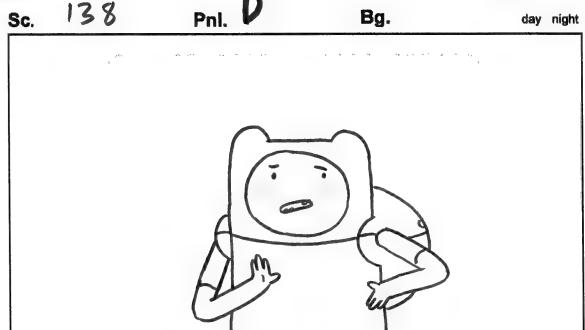
Action:

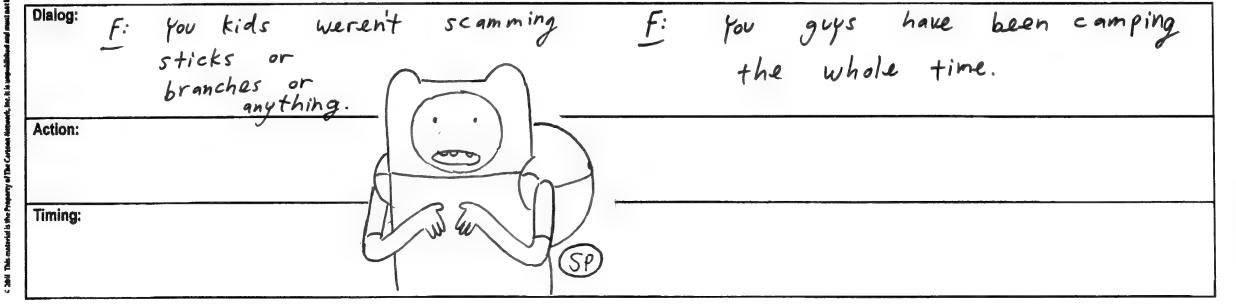
Timing:



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Sc. 138 Pnl. C Bg. day night S





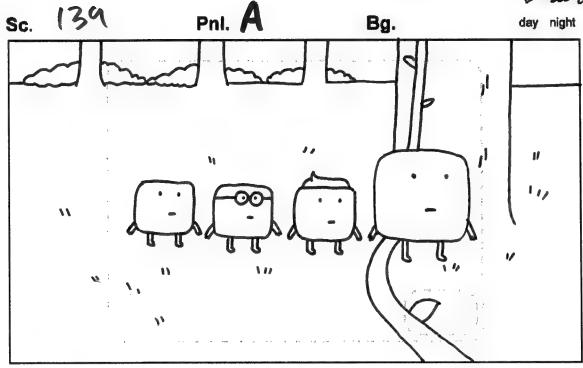
1021

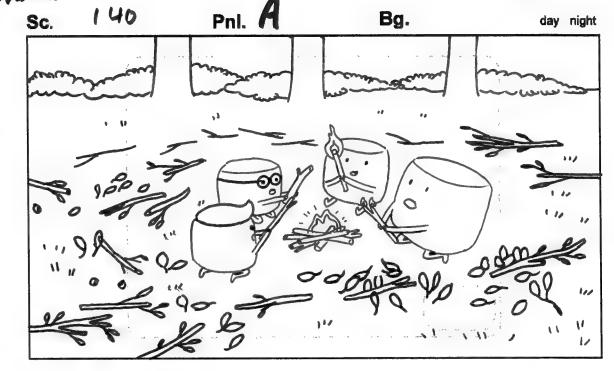
5

FPISONE



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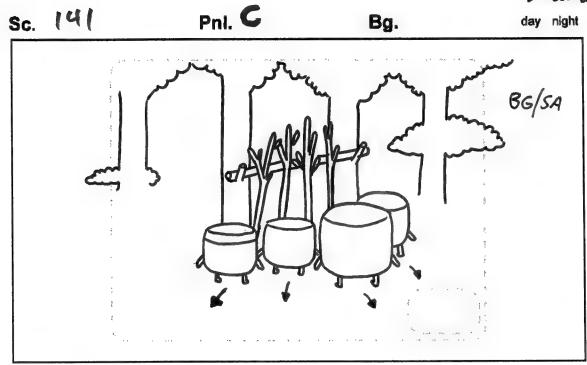
Dialog:						
	V	h h				
Action:	MKs	pause.	Montage starts.	Making	fire.	
Timing:						

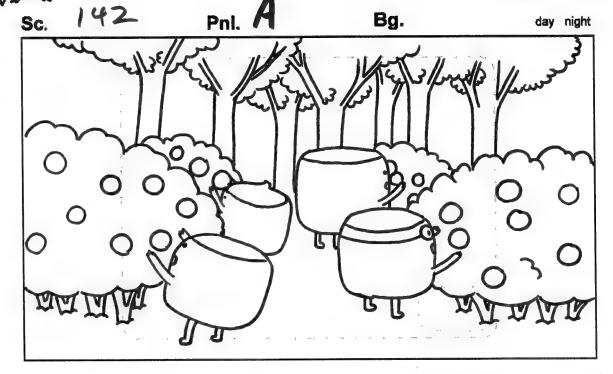
5

# **ADVENTURE TIME** Sc. 141 Pnl. A Bg. Bg. Dialog: Action: -M. KIDS BUILD SHEJOR. Timing:



230



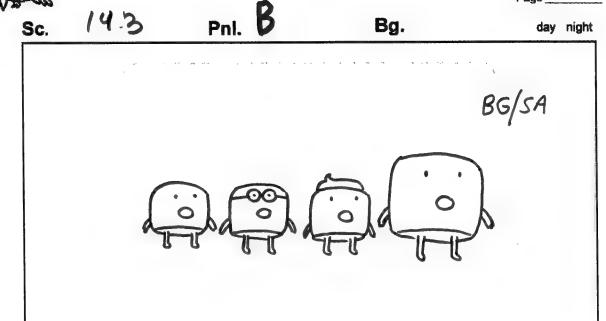


Dialog:		
Action:	-M. KIDS PICK BERRIES.	(B)
Timing:		

Production:



Sc. 143 Pnl. A



DI	a	og	

MKs: NONE OF THAT was a scam?!!

Action:

Timing:

Production:



day night

S

Sc. 144 Pnl. A Bg.

Pnl. B 144

Dialog: GARY: Wow, you scammed us GARY: You scammed us good!

into thinking we were scamming.

You're our hero!

Mks cheer with arms.

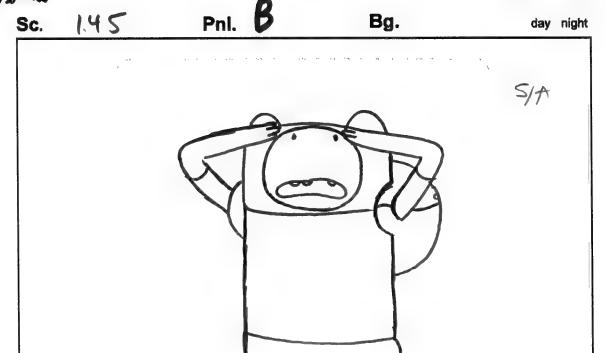
Timing:

Action:



233

Sc. 145 Pnl. A Bg. day night



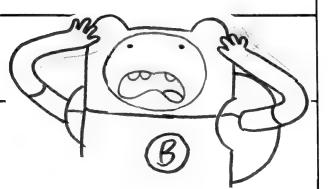
Dialog: F: Nothing was a scam!



G: (0/5) YEAH, RIGHT - YOU'RE OUT SUPER Hero!

Action:

Timing:



Production:



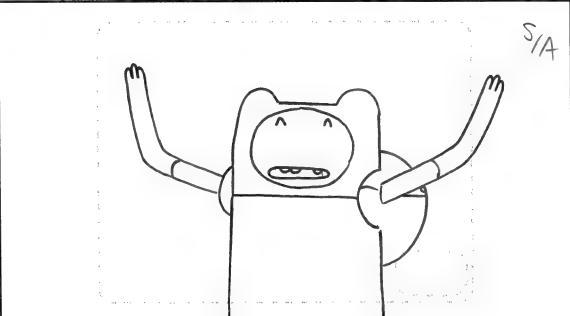
Sc. 145 Pnl. C Bg. SIA

145

Pnl. D

Bg.

day night



NO SCAM! NO SCAM!

F: Agah!

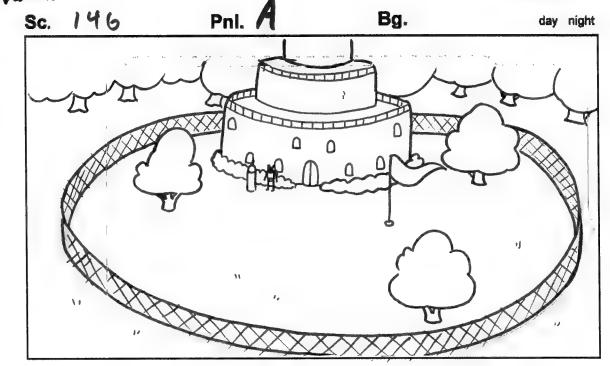
Action:

Timing:



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Sc. 145 Pnl. & Bg. day night



D	2	o	g:

I give up

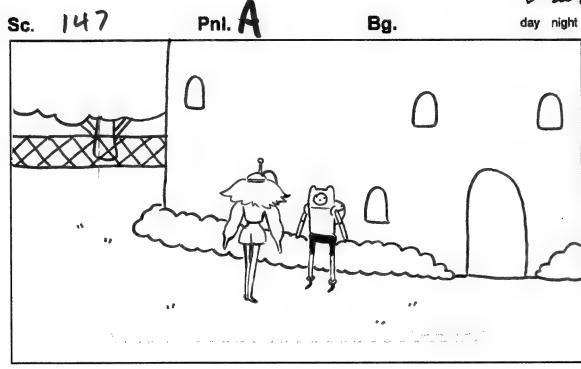
Action:

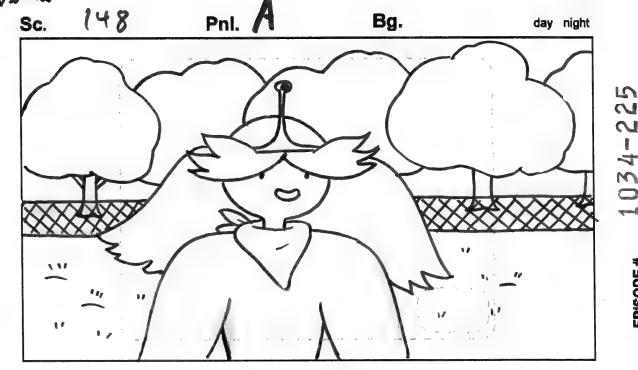
- WIPE TO school.

Timing:



23G





Dialog:

PB: 50 FINN ...

Action: -PB+ FINN STAND OUTSIDE CLASS ROOM

Timing:

Production:



Page 237

Pnl. B Sc. 148 Bg. day night BG/SA

Sc. 149

Pnl. A

Bg.

day night

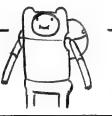
Dialog:

How are the MARSHMALLOW

KIDS DOING.

Action:

- F. BECKONS TO PB.

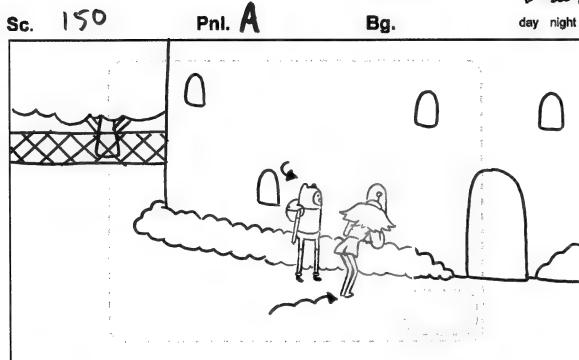


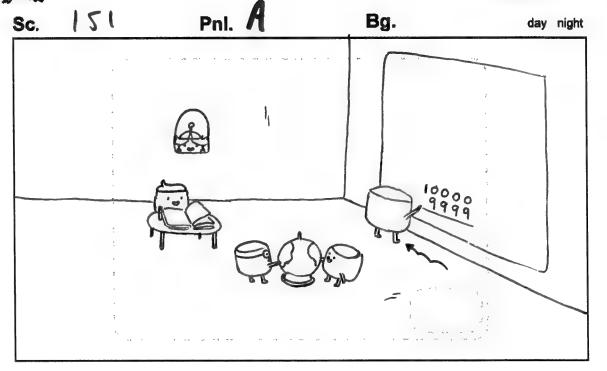
Timing:

Production:



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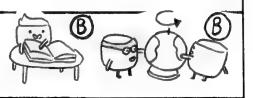


Action: PB (ooks in window.



spinning globe.
writing on chalk board.





Production:

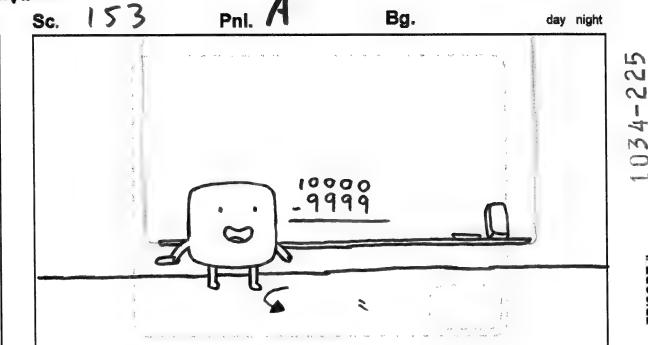
EPISODE#

Timing:



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Sc. 152 Pnl. A Bg. day night



Dia	log:

PB: [GASP]

Hugo: Fellas! I'm scammin' these numbers into subtractin' themsalves from each other. SUCKERS!

Action:

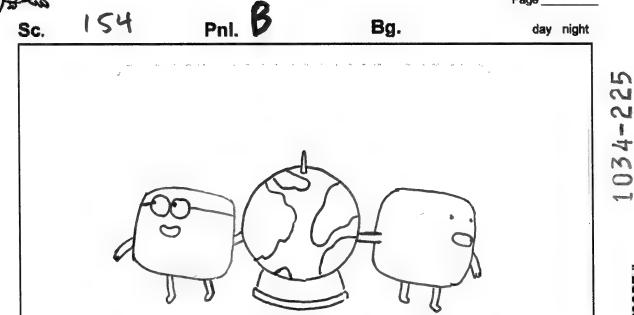
J J SP

Timing:



Page 240

Sc. 154 Pnl. A Bg. day night



- 1
THE THE PARTY OF T
DO DO

Sunshine: We're scamming this globe into teaching us about geography.

Production:

EPISODE#

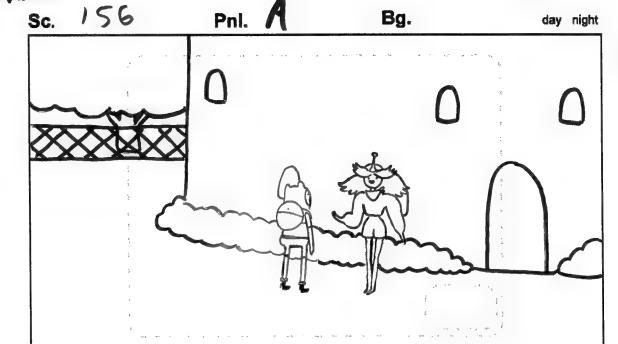
The state of the state of the state of

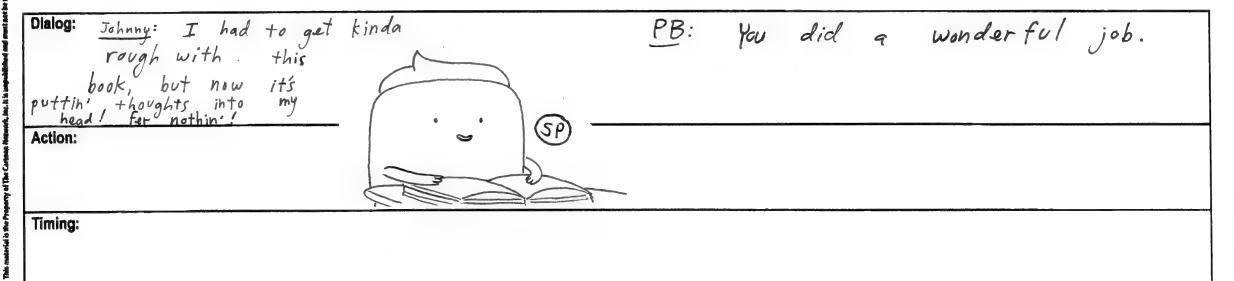
Timing:



241 Page 241

Sc. 155 Pnl. A Bg. day night







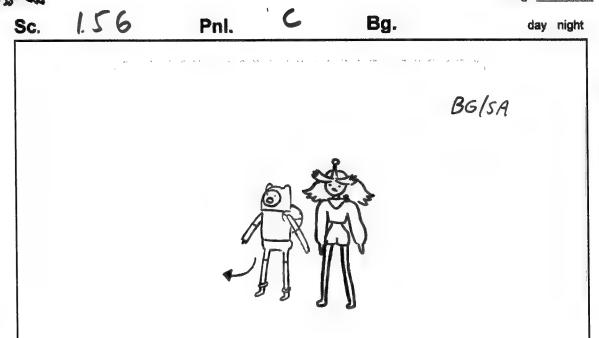
Page 242

N

2

EPISODE#

Sc. 156 Pnl. B Bg. day night



Dialog:	<u>PB</u> :	Now all we worry about	need him.	to do is
Action: PB points.				

Timing:



243

Sc. 157 Pnl. A Bg. day night

day night Sc. 157

Pnl. B

Bg.

day nigh



	_
Dla	log:

E: Jake?...

Action:

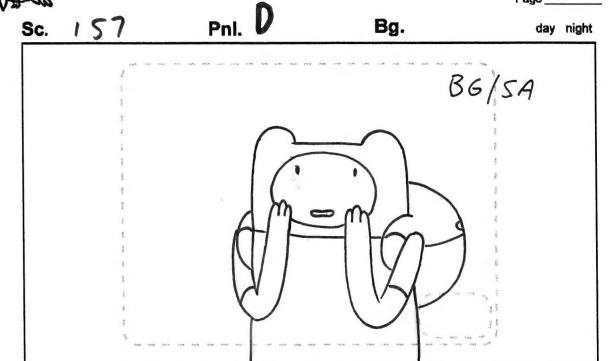
Timing:

Separation of



244

Sc. 157 Pnl. C Bg. day night



Dialog:

F: Jake ....

Action:

. F. TOUCHES HIS FACE.

Timing:

Production:



Sc. 158

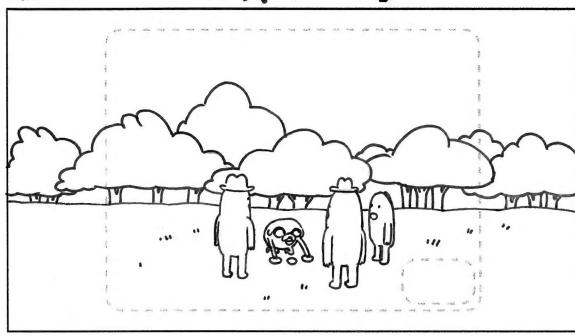
Pnl. A

Bg.

159

Pnl. A

Bg.



LIL 111 1034-

Dialog:

Pea, pea, where's the pea?

F: (0/s) Jake why?!/

Action:

-J. IS RUNNING THE SHELL GAME,

Timing:

Production:



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Pnl. B Sc. 159 Bg. BG/SA

Sc. 159.

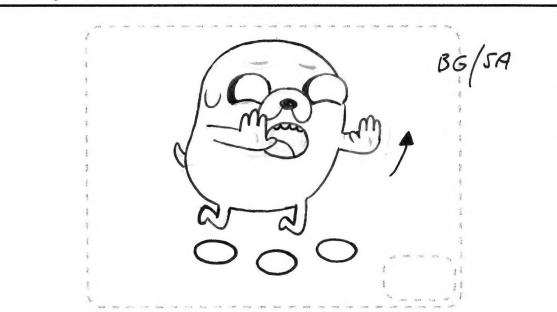
Pnl. C

Bg.

day night

25

EPISODE#



Dialog:

Finn ?...

J: UH, These gentlemen dropped their shells. I was just helping them picking 'em up.

Timing:

Action:



Page 247

Sc. 159

Pnl. D

Bg. day night

Sc. X

Pnl. X

Bg. day night

S/A

Bg. day night

Dialog



HEH HEH ...

Action:

- J. LOOKS SHEEPISH.

Timing:

Production: